



XBOX 360

OFFICIAL GAME GUIDE

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VIVA PINATA™



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VIVA PRIMA

PRIMA OFFICIAL GAME GUIDE

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Table of Contents

CHAPTER 1

Training: Piñata Preparation

Welcome to Piñata Island!	5
Control Yourself!	6
The Main Menu	7
North, South, East, and West	9
How Does Your Garden Grow?	10
Gaining Experience	10
Making Money	17
Advanced Piñata Plans and Tactics	19

CHAPTER 2

Piñata Island Inhabitants

Part 1:	
Family Members	25
Leafos	25
Storkos	25
Seedos	26
Jardiniero	27
Dastardos	28
Part 2:	
Service Providers	29
Willy Builder	29
Doc Patchingo	32
Costolot's Store	33
Fannie Franker's Post Office	39
Gretchen Fetchem's Hunter Services	40
Miss Petula's Paper Pets	41
Ivor Bargain	46
Bart the Tinkerer's Exchange	47
Arfur's Inn	48
Part 3:	
Ruffian Minions	52
Ruffians	52
Professor Pester	53

CHAPTER 3

The Piñata Prospectus

Part 1:	
The 60 Piñatas	55
Arocknid	58
Badgesicle	60
Barkbark	62
Bonboon	64
Bunnycomb	66
Buzzenge	68
Buzzlegum	70
Candary	72
Chewnicorn	74
Chippopotamus	76
Cinnamonkey	78
Cluckles	80
Cocoadile	82
Crowla	84
Doenut	86
Dragonache	88
Dragumfly	90
Eaglair	92
Elephanilla	94
Fizzlybear	96
Flutterscotch	98
Fourheads	102
Fudgehog	104
Galagoogoo	106
Goobaa	108
Horstachio	110
Jameleon	112
Juicygoose	114
Kittyfloss	116
Lackatoad	118
Lickatoad	120
Macaracoon	122
Mallowolf	124
Moozipan	126
Mothdrop	128
Mousemallow	130
Newtgat	132
Parrybo	134
Pigxie	136
Ponocky	138

Pretztail	140
Profitamole	142
Pudgeon	144
Quackberry	146
Raisant	148
Rashberry	150
Reddhott	152
Roario	154
Salamango	156
Shellybean	158
Sherbat	160
Sparrowmint	162
Squazzil	164
Swanana	166
Sweetooth	168
Syrupent	170
Taffly	172
Twingersnap	174
Whirlm	176
Zumbug	178

Sour Piñatas	180
Sour Bonboon	181
Sour Cocoadile	182
Sour Crowla	183
Sour Macaracoon	184
Sour Mallowolf	185
Sour Profitamole	186
Sour Shellybean	187
Sour Sherbat	188

Part 2:	
Other Piñata Plans	189
Domestic Piñatas	189
Evolved Piñatas	189
Flying Piñatas	190
Nocturnal Piñatas	190

CHAPTER 4

Garden Goods

Part 1:	
Garden Tools	192
Shovel Upgrades and Achievements	192
Watering Can Upgrades	195

Surface Packets	197
Fertilizer	198

Part 2: Garden Plants

Bushes and Trees	201
Flowers and Water Flowers	207
Weeds	214
Vegetables	217

Part 3: Garden Produce

Part 4: Special Buildings

Part 5: Candy

Part 6: Garden Ornamentation

CHAPTER 5

Appendices

Appendix I: Piñata Attraction Table	231
Appendix II: Food Chain and Animosity Table	233
Appendix III: Piñata Variants	235
Appendix IV: Unlockables	237
Appendix V: Xbox Live Achievements	239

1

Training: Piñata Preparation



Welcome to Piñata Island!

Congratulations on obtaining your Garden Deeds; you now have everything you need to create a Piñata paradise, and this guide is here to help you every step of the way. Check out the following chapters for all the information you need to know.

CHAPTER 1: TRAINING—PIÑATA PREPAATION

Read your instruction manual, then return to this chapter; it has all the basic information to get you started, plus dozens of tactics, strategies, and tips for attracting Piñatas and keeping your garden growing.



CHAPTER 2: PIÑATA ISLAND INHABITANTS

Here is where you'll find all the information on the many personalities that wander the island, be they tradesmen, tinkerers, or Ruffian types that try to ruin your garden-ing plans.



CHAPTER 3: THE PIÑATA PROSPECTUS

Every Piñata you can attract to your garden is shown here, along with all the necessary requirements for them to visit, reside, and romance. This chapter details the items you must feed them, as well as the variants, their homes, and all the information you need to raise your Piñatas.



TRAINING

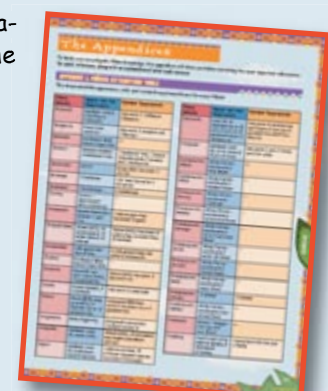
CHAPTER 4: GARDEN GOODS

This chapter contains everything you need to know about all the objects on Piñata Island and how to obtain them. We show you every fruit, tree, bush, flower, vegetable, produce, item, shovel, and watering can upgrade, along with their properties and how you obtain them.



CHAPTER 5: APPENDICES



Easy access to critical information is shown in list form at the back of the book, so you can find out your Achievements and other interesting tidbits!



Control Yourself!






Have you read the instruction manual? Excellent. Here we'll elaborate on what the controls are useful for. These are based on the advanced control scheme, which gives you much more to play with.

MOVE CURSOR

Your target cursor  is the red and yellow circle; place the object you want to target inside the cursor before selecting it. To quickly move from one end of the garden to the other, press  in, and you speed around much faster. This is great for reaching a sick Piñata quickly.



TOOL SHORTCUTS AND ALERT HIGHLIGHTS

Your directional pad () is very useful. Press  to access your watering can. Press  to grab your shovel. Press  to take out your grass seeds. Finally, press  to read an alert when it pops into your screen's bottom-right section.




MOVE CAMERA



A garden viewed with the regular camera...



...and the same garden viewed from the top view. How cool is that?

An important control is moving the camera , which allows you to look up, down, left, right, and all around your garden. Use this to quickly find an object.



ZOOM IN AND OUT



Check out the long-distance camera for a wide view...



...and a close view for all the details.

Use  and  to zoom in and out; zooming out allows you to see more of your garden and find objects more easily. Zoom in to check out when a Piñata is eating or romancing, or check out all the detail of a tree you're growing.

CONTROL BUTTONS



These buttons change their function depending on what the top-right clock menu says.

- A Action or Select
- B Discard or Cancel
- X Main menu
- Y Information (highlight an object)

START AND BACK



Start (START): Enters the Pause menu; make sure you select the "Save and Quit" option (L) each time you want to stop your game.

The Back button (BACK) is particularly useful for returning to your garden quickly (from a shop, for example).

XBOX GUIDE BUTTON



Press ⊕ lightly to reach your dashboard; hold this to reach the option to turn your console or controller off, based on your Xbox preferences.



CAUTION

Remember to save and quit from the Pause menu (START then L) before shutting down your console.

The Main Menu



Press X at any time to reach this eight-petal menu. Press L in the appropriate direction to access these in-game menus. During this time, your clock continues to run; this isn't a Pause menu, so don't leave your game running!



Shovel (B): Grab your shovel; however, it is much easier to grab the shovel using B.



Label Designer (B): This allows you to create your own label for any Piñatas you own.



Surface Packets (L): Grab a grass packet and sprinkle it on your soil (but not on cracked earth or ponds). It is much easier to grab a packet using R.



Village (Q): You'll be using this a lot. Here you can select (A) which villager you need. Check out the next chapter for all their information.



Journal (I): Enter the Journal to read entries on every object and Piñata you encounter. The Journal has many sections, the most important of which we detail later in this chapter.



Post Office (P): You can visit Fannie Franker at the post office and send and receive crates to your friends or even yourself! Check out Fannie in the next chapter.



Watering Can (C): Use the watering can to sprinkle water on your plants and Piñatas. It is much easier to grab the can using R.



Tower of Sour (B): Throughout your game, you'll build this tower and can switch on different sections to stop Sour Piñatas from entering your garden. There's more on this later in this chapter.



TIP

This technique is excellent for helping young or inexperienced gamers enjoy this game! Of course, what starts as a simple helping hand usually turns into an hour-long Piñata-wrangling session for both players!

TWO PLAYERS: A HELPING HAND!

Are you having trouble with the game, or is a younger gamer needing your help in grasping these maneuvers? Or do you simply want to play the game with two people? Then plug in a second controller into any USB port on the Xbox 360 console, or attach a second wireless controller, and **two people** can control the same cursor!

All the buttons and moves are available to both players, which is great news if you're wanting to teach a newcomer to the game to select an object or menu. Note that both controllers work at the same time, except where prohibited: If, for example, one player maneuvers L and the other maneuvers R, the cursor remains stationary.

North, South, East, and West



To begin, let's look at a sample garden. This garden view is taken from the top. Throughout the guide, we refer to north, south, east, and west, and these directions are based on this view of the garden.

THE NORTHERN MOUNTAINS

From left to right, there's a raging river, the Tower of Sour (which you build during your game), an old building, and snowy peaks with a house and a nest. There's a rocky path and a waterfall at the right side.



THE EASTERN DOMAIN OF DASTARDOS

The waterfall and tree huts give way to a huge gnarled tree; this is where Dastardos and Sour Piñatas appear from. Behind there is a galleon, a desert, and a jungle.



TIP

To begin with, keep your Piñata houses away from this area; they are closer to trouble. Build fences and ponds to slow down your foes at this side of your garden.

THE SOUTHERN SWAMPS

Bubbling pools of mud appear in front of an ancient temple and jungle, leading to a swamp with a wooden bridge and a house where Seedos lives.



THE WESTERN VILLAGE OUTSKIRTS

This small area has a scarecrow (where Bart the Tinkerer appears from), a path to the village (where Willy and the doc come from), and a large old tree that houses Leafos and Jardiniero.



TIP

When you're constructing your garden, leave space and ideally a pathway to and from the village so helpers and friends can easily walk into your garden.

How Does Your Garden Grow?

Your garden grows based on the actions you take, and these actions increase your level of experience. You know the basic commands such as watering a plant, hiring a helper, and digging a pond. But there are two ways to improve your garden and your Piñata-attracting skills: gaining experience and making money.

Gaining Experience

The following tasks get you experience and level you up. You receive the experience only the first time the task is completed (although you may need to perform a task many times).

NOTE

"Level" and "Gardener Level" are two separate measurements. The former is an in-game number (usually from 1–10) to show how advanced a Piñata, plant, or piece of equipment is. "Gardener Level" refers to your experience. For a complete list of what happens as you level up, check out the Appendices.



The "Plant Awards" section of your Journal.



The "Piñata Awards" section of your Journal.

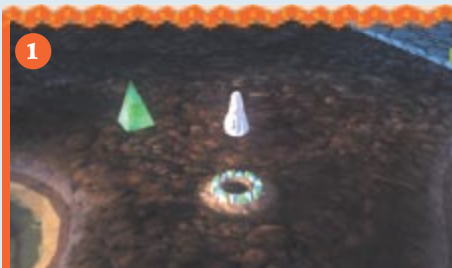
To see what you've completed and what you still need to complete (which makes it easy to focus on a task you haven't tried yet), go to the Journal, select Player Awards (📖), and then select either the Plant Awards (🌱) or the Piñata Awards (🍌).

PLANT AWARDS TASKS



Grow a Plant to Maturity for the First Time

This is simply a matter of growing a plant until the watering meter can no longer appear. You don't need fertilizer, but you do need to water the plant and keep the amount halfway between wet and dry. Now do this with every plant you can grow from a seed.



1 Dig a hole in the ground and place the plant seed in.



2 Water the plant, unless it is raining or you have hired a sprinkler helper. This is the correct amount to water.



3 This plant is too dry: this occurs when you haven't watered it.



4

This plant is too wet; this occurs if the plant is in mud (darker soil, usually near a pond), or you're watering it too much.



5

The plant grown to maturity.



Fertilize a Plant Three Times for the First Time

This is known as "catalyzing" in the "Plant Awards" section of your Journal. The trick to growing a big plant is knowing when to fertilize each of the three times and what color fertilizer to use. We detail this later in this chapter.



1

A plant fertilized incorrectly; it is smaller.



2

A plant fertilized three times correctly; it is huge!



3

Trees and bushes grow bigger when correctly fertilized, and they produce more fruit.



4

Vegetables grow bigger in size.



5

Flowers have more flower heads.

NOTE

You can sell flower heads, trees, bushes, fruit, and vegetables to make money. However, if you need a particular vegetable, (for example, to feed a Piñata), there's no need to spend the coins on fertilizer growing a giant vegetable; the Piñata eats it no matter what the size is.

PIÑATA AWARD TASKS



A New Piñata Species Visits for the First Time



A curious Piñata strolls into a garden, looking for fun.

Piñatas that appear around your garden's perimeter don't count toward experience, but when one new species wanders into your garden, you receive experience. Exactly what caused the visit is based on the specific requirements of each Piñata.

TIP

If you already have a Piñata residing in your garden, you don't need to coax another of that species in; simply pay Gretchen Fetchem a large sum of coins, and she catches one for you.

A New Piñata Species Residing for the First Time

When Piñatas fulfill their resident requirement(s), they turn into full-color Piñatas and can be sold or, better yet, romanced. The higher the Piñata's level, the more difficult their needs are. You must cater to them if you want them in your garden.



When a Piñata turns from black and white into color, they are happy with your garden and want to stay.

TIP

After you fulfill the romance requirements of your first two Piñatas, finished the romance maze, and another Piñata of this species has arrived, you can romance any of them again with romance candy; this is much easier than fulfilling the romance requirements and is a quick and easy way to raise loads of Piñatas. Buy these candies from Costolot's store.

A New Piñata Species Romanced for the First Time

When you have two of the same species in your garden, they have several romance requirements to fulfill. When this has been done for both Piñatas, direct them together and they enter a romance maze. After you maneuver through the maze and reach the other Piñata, they enter their house and do a romance dance. Moments later, Storkos arrives with an egg. It hatches, and a third Piñata is born.

1



When two Piñatas love each other very, very much, they do a romance dance.

2



Then you must maneuver through a mini-maze to reach the Piñata's partner.

3



If you succeed, they dance inside their house.

4



Storkos soon arrives, drops off an egg, and it hatches.

5



The baby Piñata can be fed milk, which quickens its maturity. It enters a cocoon and becomes a mature Piñata.





NOTE

If you check the inside of a Piñata's house after a successful romance, you can replay the romance dance as often as you like by pressing **A**.



A Master Romancer Award for a New Piñata Species

The Master Romancer should be your next task, as it's easy to attempt when you have two or three of the same species already living in your garden. To become a Master Romancer, you need to have seven of the same Piñata in your garden at once. Increase the population to seven in a few different ways:

-  Continue to romance using romance candy.
-  Continue to romance using regular romance requirement methods.
-  If your Piñata has evolved from another Piñata, the previous species is usually easier to romance; therefore, romance them first, then turn all of them into the evolved Piñata.
-  Request that Gretchen Fetchem find your remaining Piñatas and pay for it.



With seven of the same Piñata in your garden at once, expect this reward.

TRAINING



Three Color Variants for the New Piñata Species

The final experience award occurs when you feed a Piñata a certain object and they change color; these are called "variants" and can romance with their other colors too (except Flutterscotches). Each Piñata has three variations to find.



Change your Piñata's color to create a variant. Here's the original Piñata.



Here's the first variant.



And the second variant.



And the third; you receive experience for each variant.



PIÑATA AND PLANT CULTIVATION TACTICS

Increase your experience points and Gardener Level quickly and easily by implementing all of the following tactics.

Watering and Fertilizing Flowers and Vegetables

Grow and fertilize each plant and tree as soon as you can buy them from Costolot's store, or request them from Seedos. Here are the steps to take for flowers and vegetables:



Take the seed, and plant it in a hole.



Purchase fertilizer from Costolot's store that matches the plant's color.



Squirt three lots of fertilizer as the plant starts to grow.



Water it the appropriate amount.



Check the plant's water needs constantly until fully grown. If you're successful, you receive a "bonus growth" message.

Watering and Fertilizing Fruit Trees and Bushes

The steps to take for fruit trees and bushes vary for each species but require the following techniques:



Take the seed and plant it in a hole.



Water the plant the correct amount immediately.



Purchase fertilizer from Costolot's store that matches the plant's color.



Check the water. Then watch the tree or bush grow until buds start to form.



Fertilize as the buds form or as they burst.



Repeat this twice more as buds appear and the tree or bush increases in size.

Plant Plans: Great Tactics to Try

- Use more fertilizer than you need, just in case.
- Don't use the wrong color fertilizer.
- Ensure you pay Ivor the Beggar 1,000 coins when you see him (don't whack him or you need to pay him more).
- He then sets up his shop, which sells special mix fertilizer.
- This fertilizes any plant, so you don't have to worry about its color.
- Each squirt of special mix fertilizer costs 9 coins. If this is less expensive than the color fertilizer, use this instead.
- The Cocoadile and the Taffly produce their own fertilizer. Check them out in the Prospectus for more information.
- Purchase the One Pour Wonder watering can as soon as possible; it allows you to water a plant once and never worry about it again.
- Before you buy the One Pour Wonder, put your watering can away, then bring it back out to refill it instantly.
- Weeds give you experience points when grown to maturity but cannot be fertilized.
- Plant weeds in their own area and fence them off to stop most Piñatas from eating them (unless they actually need weeds for a requirement).
- Whack weeds with your shovel to destroy them once you receive the experience for growing each to maturity. Sell the flowers and seeds but not the plant (as this costs you coins).
- If you are running out of plants to fertilize for experience points, talk to Seedos; he sometimes gives you a new seed earlier than when it is available in Costolot's store.
- When you level up, Seedos may give you new seeds, so make sure to talk to him often. Once you get a new seed, it will also be available in Costolot's store from that point on.
- Ivor Bargain also sells a specific seed; this creates the fabulous gem tree.
- If you have a mine in your garden, seeds can be unearthed, although this is a slow process.
- When you level up, always check Costolot's store and plant any new seeds you see.



Piñata Plans: Great Tactics to Try

- The Master Romancer Award occurs when seven of your species reside in a single garden. There's no need to romance them all; you can buy them or send them to yourself from another garden.
- Gretchen Fetchem charges more for an Express hunt, but this gets you the Piñata much faster; the price is usually worth it, as you can claim the Master Romancer more quickly, then sell off your Piñata and try another species.
- Consult the Piñata Prospectus, and make sure you get all the Piñata variants; they are easy and give you a load of experience. Do this for every Piñata species, including ones you evolve and domestic Piñata you buy.
- When Sour Piñatas arrive to spoil your garden, tame them to Residents as soon as possible; you receive a free Tower of Sour piece (saving you loads of coinage), and you can easily romance and find variants of them too.
- You can ignore the (usually tricky) romance plans and buy seven Piñatas, get the Master Romancer Award, and sell off your Piñata and start again. You'll get loads of experience very quickly, but you'll have to Romance these species later on.



New Game Experience Bonanza

Are you craving more Gardener Levels from the very start? Here's the quickest way:



1 Create a home and romance the Whirlms until you have seven and claim the Master Romancer Award.



2 Grow or buy a turnip for the first worm variant for more experience points.



3 Purchase seven of each species of domestic Piñata from Miss Petula's Paper Pets, one at a time.



4 If you buy seven Rashberries at once (for example), you get the Resident and Master Romancer Awards instantly.



5 Optionally try to meet the romance requirements before selling and buying your next seven domestic Piñatas of the same species. You'll climb the Gardener Levels like crazy.

Viva la Evolution



Some of your Piñatas can be evolved into other Piñatas (check the Piñata Prospectus for all the details). In this example, we romanced and bought seven Sparrowmints. When we had all seven, we grew buttercups and evolved all seven into Candaries. This gets you an instant Master Candary Romancer with only seven scoffed buttercups! An easy and quick burst of experience points.

Putting down Everything in Your Journal

As you progress through the game and aren't increasing your Gardener Levels as quickly as you previously were, check your Journal for the Piñatas and plants you still haven't had in your garden; the exact requirements are in the check boxes inside this guide.

Post Office Prowess



Want the easiest way to level yourself up quickly? Well, you'll need friends on Xbox Live who are playing this game too. Have them send you high-level seeds and Piñatas, or ones you really want or need. You get the experience as soon as you open the crate. And if they send you seven of a particular Piñata, you get the Master Romancer and loads of experience points right away. Or, if you don't want to be greedy, just ask for one, then pay Gretchen to find the rest.



PIÑATA CENTRAL

Periodically, you receive a request to send either two Piñatas of a specific kind or a valuable Piñata to Piñata Central. Always meet the request if you can, as you receive experience and your Piñatas increase in value. If you don't have two Piñatas of a specific variety or the particular valuable Piñata requested, then don't worry about sending them, and refuse the request.

If you want to keep a Piñata for a very long time and wish to continually increase its value, you need to send it to Piñata Central as often as possible. When they ask for a Piñata of a large value, send your preferred Piñata to them. Keep this up, also accessorizing the Piñata, keep it away from Ruffians and Professor Pester, and you can increase your Piñata's value by a huge amount! Don't believe us? Then check out the Piñata Leaderboards inside the Journal for the incredibly valuable Piñatas other gamers have raised.



TRAINING

Making Money

The other part of your gardening plan is to make lots of chocolate coinage so you can pay Gretchen to hunt the exotic Piñatas you need. You can then buy the items and objects to make your garden the coolest around. Here are some incredible money-making tactics to try.

QUICK CASH FROM THE VERY START



Certain low-level Piñatas require only the minimum requirements to appear. All a Mousemallow needs, for example, is a turnip. If you're trying for a

different Piñata, still leave a turnip or two so a Mousemallow shows up, then sell him immediately. For easy and constant coinage, do this for Whirlms, Tafflies, Sparrowmints, and other Piñatas that always turn up.

POISON IVY PLACEMENT



It is worth planting three or four poison ivy seeds and letting them grow. Unlike other plants, this weed spreads quickly and drops flowers and seeds. These

seeds (around two or three from the previous plant) soon propagate themselves. Sell the flower heads (not the plants themselves) for 100 coins. When the poison ivy spreads, sell all the seeds and whack the plants.

A REDDHOTT CASH BONANZA



One of the first flying Piñatas you see is the Taffly. He's easy to attract (just plant flowers), but even easier to evolve. Buy the firebrand (a garden torch)

from Costolot's store, switch it on, and direct your Taffly into the flame. Douse it with water, and it evolves into a Reddhott. Each Reddhott is worth 2,000 coins! Now attract Tafflies into your garden like crazy; get Gretchen to hunt them too. Set fire to each of them, douse them so they evolve, and cash in on this Reddhott craze.

A SUNNY OR CHILI RECEPTION




When you can grow sunflowers or chilies from seeds, plant them and then fertilize with the special mix fertilizer. They grow to a gigantic size, and they're

worth 400 coins each! The best part is the chilies take seconds to grow. Buy around five or six, plant them close together so you can fertilize two plants at once, and rake in the coinage.

NOTE

You can also make smaller sums of coinage with bullrushes, tulips, and a fertilized giant pumpkin.

TIP

- Begin a second garden that consists only of Tafflies, chilies, bird-of-paradise flowers, and orchids. Spend an hour increasing your wealth to huge levels.
- With a flower, tap the stalk with , and if the flower head falls, leaving just the stalk, quickly sell the stalk before it shrivels up; then sell the flower head to double your money.
- You can also sell trees with all the fruit on it; you receive coins for each fruit and for the tree.

TIP

Look inside your Journal at the number of spaces your garden has; each item takes up a space, and if your garden is crowded, new Piñatas won't show up.

BIRD-OF-PARADISE AND ORCHID BONANZA

Later into your gardening, plant bird-of-paradise seeds and orchids in groups of about six or seven. Fertilize them with the special mix fertilizer, then water them with the One Pour Wonder watering can. This allows you to make over 8,000 coins profit in about a minute. Ka-ching!



PLANS FOR THE PENNILESS

- Although there are coins scattered throughout the romance maze for each Piñata, the amount of money you can receive in the mazes is very minimal. Don't concentrate on these as a source of income.
- Romance mazes can get you coins if you're really low on funds, though.
- If you're penniless, another way to get coins is to grow and sell seeds that you ask Seedos for.
- You can also sell unwanted Piñatas that reside in your garden.
- And yet another way is to ask Bart the Tinkerer; he can turn blackberries into jam, which sells for 100 coins; the process requires only 20 coins.
- Check out Costolot's store; if she's having a sale, don't sell anything, but buy, buy, buy! Usually the prices are a third less expensive.



A GREAT GARDEN AND PIÑATA VALUE

Garden items, such as pathways or scenic items, should be planted for your own personal benefit. Avoid clutter in your garden by building only the houses and scenery you need to satisfy requirements; sell everything else.



If your garden value is of paramount importance, you should buy scenic items, especially Captain's Cutlasses—you can increase the value of your garden by hundreds of thousands simply by buying a lot of Captain's Cutlasses.



Putting accessories on your Piñata is a good way to increase your Piñata's value, but sending them to Piñata Central multiple times raises this value permanently.

Give your plants enough room. A daisy needs little or no space, but an oak tree requires a huge amount of room. If your plant didn't grow big enough, and you watered and fertilized it properly, it was seeded too close to an object (like another plant, a pond, or a building).

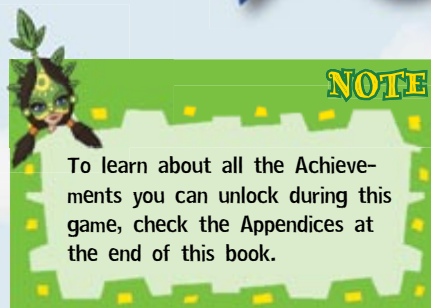


For Piñatas whose values you want to increase, make sure they are chewing on happy or joy candy and have a full Happiness meter. This is especially true of Piñatas you've just acquired and are trying to romance.



Advanced Piñata Plans and Tactics

Now that you have the basics on how to build a Piñata empire, here are some more techniques for creating the greatest garden ever.



NOTE

To learn about all the Achievements you can unlock during this game, check the Appendices at the end of this book.

A CANDY ATTITUDE



As soon as you fulfill your Romance Requirement for a species and want to romance more of this species, always use romance candy. It costs six coins per candy, which is almost always cheaper (and less hassle) than completing the romance requirements.

FRUIT AND VEGETABLE TIPS



If you need fruit for a requirement, buy it from Costolot's store instead of growing it on a tree or bush; it's always quicker (as long as you have the coins).

If you need a vegetable for a requirement, grow it from seed. Vegetables take no time at all, and it's no real hassle to harvest them, unlike fruit.



It's good to fertilize flowers, trees, and bushes, as more fruit or flower heads always appear if you do it correctly, and one tree can produce more fruit. Target the plant with **Y** and find out if you managed to get the maximum fruit on it. The more fruit you have, the more useful the plant is (for selling the fruit or using it for requirements).



When a new seed becomes available, plant four immediately; this is usually enough to attract a new Piñata without you needing to look up specific requirements in the Piñata Prospectus. Or, check out the "Garden Goods" chapter, which tells you everything a particular plant is used for.

Fertilizing vegetables makes them grow to a huge size. This is great if you're selling it or doing it for the first time, but it is a waste of coins if you're growing it for a Piñata to eat or using it for another requirement. Don't fertilize vegetables unless you really need to.



ADVANCED PIÑATA PLANNING



Feed milk to a baby Piñata to make it grow up faster. For higher-level Piñatas that you desperately need another one of, purchase a Cluckles from Miss Petula's Paper Pets, and direct it to the egg. It sits on it and instantly hatches it. Note that a Cluckles can only hatch one egg per day.

If you have rival Piñatas in the garden, such as Raisants and Buzzlegums, buy Gas Masks for all of them; it prevents two species that normally fight from battling.



If you want to see two Piñatas fight (which serves no other purpose than it looks cool), tap both Piñatas with your shovel to reduce their Happiness.

Use the watering can to douse angry Piñatas; this calms them. It also increases the Happiness of many Piñatas.



During the early part of the game, many Piñata begin to arrive, but don't try and romance them all. Concentrate on the requirements of one or two Piñata species, and then move to the next.



Some Piñatas benefit from being in a pen—an enclosed series of fences where Piñatas you want to romance or protect reside. Build a pen near a Piñata house. Don't use a gate and hope that the pen is secure; helpers can open the gate and let Piñatas out. Instead, block the gap with a crate purchased for 1 coin from the post office. Only you can move this crate, which is great for keeping Piñatas separated.



Be aware of other Piñata requirements that may stop you from finishing your current requirements. For example, the Mousemallow is afraid of Syrupents, so if you're trying to coax Mousemallows into your garden, remove grass so Syrupents don't enter your garden and eat the Mousemallows.

If a requirement states that a Piñata must "eat" another one, it's referring to the life candy that each Piñata has within itself.



Tap **X** to get a Piñata to exit a house or come down from a perch or tree. Don't whack the scenery, or you may destroy it.



If you can't or won't tame the Sour Piñata and want to get rid of them, purchase the eight Sour Blocks from Costolot's store. When you switch them on, they stop that particular Sour Piñata from entering your garden. Switch the block off when you want to tame the Piñata.



CAUTION

Be careful, though; this only works occasionally. Some requirements need the fight to occur.



In the rare case that one of your more expensive Piñatas becomes sick, you may wish to invest in a Mumbo statue; this delays Dastardos from entering your garden to beat the Piñata with his stick.

If you're unable to keep two Piñata species from fighting, want to save a Piñata for later, or move them to another garden, send yourself a crate containing up to five of them. Leave it in the post office until you need it or have changed gardens. Just remember what's in each crate you send to yourself!





TIP

Very rarely (and randomly), a Piñata is born as a twin or has a special "wild" value to it; these are 10 times as valuable as a regular Piñata. Study each Piñata that is born. If it looks different, check its value; it could be an extremely rare wild-card Piñata. You also receive an excited message from Leafos telling you when a rare Piñata is born.



Keep smaller Piñatas away from larger ones, or you risk them being trampled. This is a surefire way to reduce their Happiness! Also build barriers out of stone instead of wood, so the largest of Piñatas (such as the Elephanilla) can't break them.

BUILDING FOR THE FUTURE

Have you started a new garden? There are eight save spaces in your Save Game Petal, and each allows you to use the coins and experience you've gained previously. It's impossible to do everything in one garden, unless you constantly buy and sell Piñatas and houses, so have a variety of gardens, such as the following:

- A water garden with a huge pond, with water-loving plants to attract aquatic Piñatas.
- A forest garden with a variety of trees.
- A meadow with both long and short grass.
- A garden with a patch of earth for hatching a gold Dragonache.
- A garden with varieties of fruit and vegetables you're selling for profit.
- A flower garden that attracts all manner of flower-loving Piñatas.
- Gardens that have the necessary requirements to attract groups of Piñatas that need each other.
- A garden with pathways and buildings with matching scenery to show off your design skills.



If you need to clear a new garden quickly, and it's too slow to whack the parched earth with your shovel, grab a crate from the post office and place it down in the area you want to change from parched earth to soil. The earth below it turns to soil. Repeat this for fast cracked-earth removal.



If you want a pond with straight edges, place fencing first, and dig along the base of it for straight lines.



If you want stepping stones, place the paving first before digging around it. It looks cool, doesn't it?

Always sell everything that can be sold instead of whacking it to pieces; this includes fences and paving (select a nearby item for sale with **E** and then move your cursor to the fence or paving).



Helpers are of some use but won't do everything for you. Don't rely on them and don't hire too many or they end up cluttering your garden. Select them and pay them extra coinage (in increments of 10) to increase their Happiness; they do a better job when happy.



Sprinklings are among the most helpful and are useful from Gardener Level 9 (when you can buy them from Arfur's Inn) until Gardener Level

24, when you should buy the One Pour Wonder watering can. Sprinklings are now unnecessary, unless you're ignoring everything except searching for a Dragonache egg inside your mine and want the garden to run automatically.



You must watch Gatherlings in particular, as they pick up everything from the ground that you've grown and will sell it—including a prized possession, such as

a piece of expensive fruit you're leaving to coax in a new Piñata! Place the cursor over the Gatherling and send her home or dismiss her entirely.

If Ruffians are terrorizing your garden, then save your expensive building or item by paying off the Ruffian, purchasing the Captain's Cutlass (available at Ivor Bargain's when your level is in the mid to high 20s). An easier way to keep your items safe is to send the item (such as a prized Piñata) to yourself in a post office crate.



Think about where to place your homes, helper residence, mine, or scenery. When in the construction phase, rotate the covered building with **X** until the

Willy Builder door is visible. The door to the residence will also be on this side.

Having a central pathway and buildings facing inward on each side, with plants that the Piñatas need in-between (as shown), creates a great flow to your garden. Also place your mine near a worker house so the miners can easily enter and exit both buildings.



Make sure the path to the village (where Bart, Willy, and your helpers all come in from) doesn't have any obstacles to prevent them from maneuvering.

This is particularly vital when Doctor Patchingo visits.

2

Piñata Island Inhabitants



Bringing a garden back to life is a tricky proposition, but you can do it. There are many friendly (and not-so-friendly) faces that inhabit the island, ready to help (or hinder) your progress. Two types of garden personalities exist: the roaming character, who wanders about your garden and dispenses advice and seeds, and the village dweller, who has a shop at which you can purchase or sell goods and services.

Part 1: Family Members

(in Order of Appearance)



LEAFOS

Leafos would like to help you become a great gardener. She has lots of advice, so don't be afraid to ask her.

Leafos is the second child of Jardiniero and was a keen Piñata wrangler from an early age, when she first drew and then wrote about the wildlife and plants. This early work was the foundation of the Journal, where all of Leafos's sketches and information was kept. The Journal is now yours!

Notes

Level	Available From
1	Start of Garden

After you learn your initial gardening techniques from Leafos, she sometimes pops up to give you an alert. Otherwise, she wanders the garden during the day-time. Target her and press **A** to listen to some of her advice. She has much to say, mainly about Piñatas and gardening techniques.

- Leafos is the first character you meet, in your initial patch of earth. She gives you your first shovel, watering can, and packet of seeds.
- Read all about her past in the "Storybook" part of your Journal.
- A record of her alert advice is kept in the Journal. Check out "Leafos Log" for all her information. The information she imparts is sometimes amusing or interesting but not related to your garden or to Piñatas.
- Much of what Leafos tells you is the truth, but some of what she tells you isn't quite correct.



TIP

Follow the advice contained in this guide rather than believing everything Leafos tells you!



STORKOS

When an egg needs delivering, the call goes out. Who can move a delicate little egg across the island and deliver it in perfect condition to the precise location where its parents wait? Who else? The intrepid Storkos!

A surprise third child to Jardiniero's family, Storkos was born at sea, during one of her mother's long sea voyages. Jardiniero's wife gazed at the storks that followed the ship from port to port and named Storkos after them. A young Storkos spent time on the ship, reading superhero comic books the sailors gave her and running about on the decks, pretending to fly. Arriving back at Piñata Island, she solved the romance dance problem (eggs from Piñata Central were sometimes arriving broken) by swooping down to collect them herself.



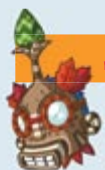
Notes

Level	Available From
1	Start of Garden

After you successfully romance any two Piñatas of the same species, and after they've wandered through their maze and danced, Storkos is responsible for flying to Piñata Central to pick up the egg and deposit it back at the Piñatas' house. She does this with a 100 percent satisfaction guarantee! You never need to worry about her.



- Storkos takes her job very seriously; she even made a flying costume!
- After a Piñata romance dance, Storkos delivers the egg to the home.



SEEDOS

Seedos loves seeds. He doesn't just like them; he can't stand to be away from them. He polishes and looks after them, he sings to them at night, and he's collected lots of different types. He won't let just anyone have his seeds, so he might need some "persuasion."

A chip off the old block, Jardiniero's youngest son was initially named Sidos and was a natural at communing with the garden's plant and Piñata life. As a boy, he nurtured Shellybean Piñatas, teaching them tricks and eventually sending them off to Piñata Central. He now spends all his time tending to plants and shining up his seed collection.

Notes

Level	Available From
1	Gardener Level 2; second day (7:00 a.m.)



After you meet Seedos and listen to him talk about seeds, he sometimes pops up to give you an alert. Otherwise, you'll find him checking out your garden both day and night (although he also roams away from the garden). Target him and press **A** to receive a free seed, or more!

- Seedos wanders the garden both day and night, chuckling at the plant life you've taken good care of. Leave him to this activity.
- If you want to hear him chuckle, keep your plants well fertilized and watered properly, using the techniques outlined in the "Preparing for the Piñatas" chapter.
- To talk to him, move the cursor over him and press **A**. Usually you'll receive a seed he throws from his backpack at random.
- If you need more seeds, talk to Seedos until he runs out. If you continue to ask him for seeds with **A**, he provides around three or four more seeds (per request) before running out. (Expect more or less, depending on how frequently you request seeds.) Then he leaves your garden and returns later.
- If you need more seeds and some weeds, then take an offensive maneuver and whack Seedos with your shovel. He drops a seed each time and warns you not to continue.
- If you whack him around six times, he disappears and his mask cracks. This isn't a good idea! Once he leaves, he soon returns (usually within the day) and begins dropping weed seeds around your garden! He also stays away longer between visits if you strike him with your shovel.



TIP

Quickly plant or sell any seeds that Seedos drops. Using Seedos is a great way to gather random (and sometimes new) seeds to gain experience. However, if you want a specific seed, go to Costolot; it's much easier but more expensive.

- ☘ Sprinkle Seedos with your watering can; he likes that and sometimes grants you a more expensive or "mystery" seed. A "mystery" seed is simply a plant you haven't grown in your garden yet.
- 🍷 Grow a "mystery" seed immediately, then highlight it and press **B**; this allows you to buy it from the store from then on. Either keep it or sell it.
- 💜 As soon as a "mystery" seed becomes available, Costolot can sell it in your shop. This is a good way to obtain seeds at a slightly earlier Gardener Level than if you just waited for Costolot to start selling them without Seedos producing them.



JARDINERO

"This is an amazing island, and my garden was the most amazing place on this island. I was famous here, but some *pest*, er...took a dislike to me. To make a long story short, all my hard work was ruined! I often wish that I were young and strong enough to put the garden back in order, but those days are gone..."

The first and finest gardener on Piñata Island, Jardiniero had the skill to cultivate any plant and attract any Piñata. Not long after he began his island, he met his seafaring wife, who helped trade Piñatas for other goods (Piñata Central wasn't built then). "Mother" (his wife) stayed on the island until Stardos was born; then she was called back to sea.

Jardiniero and Mother had four children as his garden grew. Jardiniero hired a helper named Lester, who seemed to mess up constantly, hatch his own plans, and create some evil-looking red-and-black liquid that smelled sour. He had to fire Lester, who eventually returned to the garden claiming he knew the location of a mythical Piñata called the Dragonache! Lester provided a map, and Jardiniero and Mother set off to find this fabled Piñata.

Notes

Level	Available From
1	Gardener Level 5; Shovel Head Upgrade #2

Jardiniero lives in this rickety house built into the base of a tree, near the village in the northwest area outside your garden. He only comes out to award you with an upgrade to your title or shovel, or to increase your garden's size. Then he zips back behind closed doors to watch your progress intently. You can't interact with him. Don't disappoint the old guy; he's able to award you with some choice improvements!



NOTE

To find out if Jardiniero was successful and how the garden crumbled into disrepair, read the "Storybook" section of the "Player Award" part of your Journal.

JARDINERO'S AWARDS

Image	Gardener Level	Award	Type
	5	Seed shovel head	Upgrade
	6	Experienced Gardener	Title
	6	Iron shovel handle	Upgrade
	7	Pond shovel head	Upgrade

JARDINERO'S AWARDS (CONTINUED)

Image	Gardener Level	Award	Type
	11	Skilled Gardener	Title
	11	Garden grows by 33 percent	Space
	13	Bronze shovel handle	Upgrade
	15	Treecutter shovel head	Upgrade



JARDINERO'S AWARDS (CONTINUED)

Image	Gardener Level	Award	Type
	16	Professional Gardener	Title
	21	Expert Gardener	Title
	21	Garden grows by 25 percent (max)	Space
	23	Silver shovel handle	Upgrade
	26	Great Gardener	Title

JARDINERO'S AWARDS (CONTINUED)

Image	Gardener Level	Award	Type
	28	Gold shovel handle	Upgrade
	31	Master Gardener	Title
	36	Legendary Gardener	Title
	41	Ultimate Gardener	Title



DASTARDOS

When things go badly for an animal, they get sick. Dastardos has invented a cheerful song to help him through the day and make Piñatas calm while he "fixes" them...

Jardinero's first child was named Stardos. He was taught from an early age to follow in his father's footsteps and become an accomplished gardener. While Jardinero and Mother attempted to locate the fabled Dragonache egg, Lester approached Stardos to help him tend the garden. He told Stardos he'd made some red and black candy that easily attracted Piñatas and invited Stardos over to his jungle lair to try them....

Notes

Level	Available From
1	Gardener Level 10

Dastardos is a fearsome and tiresome foe, appearing whenever one or more Piñata is sick. Expect his floating form to appear from your garden's east side and whack the Piñata (which can be a Wild, Resident, or Sour) with his large stick. Once Dastardos begins to whack the Piñata, it cannot be saved. When the Piñata explodes, Dastardos moves to the next nearest sick Piñata before heading back to the tree.

- Although not a member of the Ruffians, Dastardos enters the garden from Professor Pester's gnarled tree on your garden's east side.
- During the early and mid stages of your garden, there's nothing you can do to stop Dastardos, and there's little you can do to slow him down (see the following information).



CAUTION

Note that the sour candy the Sour Piñatas drop reek of Dastardos; there are wafting smells in the shape of his head; this isn't a wise candy to keep, so destroy it!

Prevent Dastardos from ever appearing by keeping your Piñatas happy.
To do this:

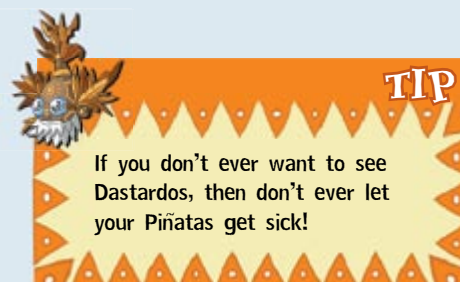
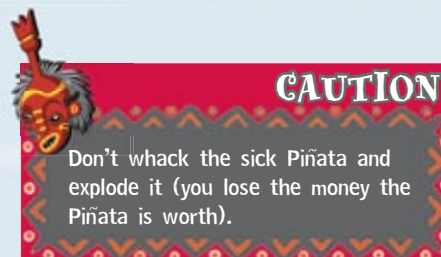
- Don't let them fight (or lose a fight).
- Don't let them eat sour candy (whack this candy if dropped by Sour Piñatas).
- Don't whack them with your shovel.
- Don't let them eat any poisonous plants, such as the toadstool.
- Don't let your Piñatas become confused (i.e., by building fences too close to their habitat or enclosing them).
- Don't let your Piñatas become trapped or depressed (don't ignore them!).

If a Piñata is sick, quickly deal with it to stop Dastardos appearing:

- Call Doc Patchingo and select your sick Piñata(s), paying to heal them.
- If you have a Resident Chewnicorn, move it to the sick Piñata; it can heal one (but not multiple Piñatas).
- Accessorize a Piñata with the Halo of Hardness (head; bought for 2,700 coins from Paper Pets). This heals one automatically.

If Dastardos appears, try the following tactics to slow him down:

- Whack him with your shovel; this slows him down a tiny amount.
- Direct a Sherbat toward him; the Sour Piñata dances for him, stopping him temporarily. You receive Achievement #47, "Sherbat Dance," for your troubles.
- Direct a Crowla toward Dastardos; the Tamed Piñata delays him, stopping him temporarily. You receive Achievement #48, "Crowla Delay," for your troubles.
- When you reach Gardener Level 20, purchase the Dastardos Head for your shovel (2,520 coins from Ivor Bargain).
- When you reach Gardener Level 25, purchase the Dastardos Scarer for your garden (2,310 coins from Ivor Bargain).
- When you reach Gardener Level 34, you can purchase the Dastardos Scarf (neck; 600 coins from Paper Pets). However, this has no effect on your Piñata.



Part 2: Service Providers

(in Order of Appearance)



WILLY BUILDER

Piñatas like to feel safe, especially at night when they need to sleep. They also like a little privacy where they can romance. Willy can fill both needs with one building, a home especially built for each and every type of Piñata. Just pay him, and show him exactly where you want it.

Notes

Level	Available From
1	Gardener Level 1

Willy Builder is an amiable sort and is happy to build you two types of dwelling: a Piñata house and a special building. When you select the type of building you want to purchase, you must also select a plot of land in your garden where Willy can start building.



NOTE

Access Willy Builder's shop by entering the menu (X), selecting the village (Q), and selecting Willy Builder (L). Willy also appears in alerts, letting you know when a new building is available and finished.

CAUTION

Make sure you're completely happy with your area; you can't move the building once you choose the site! Also ensure that the building (and especially Willy's door) isn't at the garden's edge or too near an obstacle.

NOTE

Willy can construct only one building at a time.

Willy Builder's Building Plan

Once you select the type of house, the action moves to your garden, where a large building box appears; Willy will start building your structure here. Select an area of the garden, not too close to existing structures, that your building can sit on comfortably. When you're happy with your selection, press A; the site is chosen and the coins are removed from your total.



Willy enters via this door; the same type appears on all building sites.



Here is the sign and countdown; you can easily tell how long you have to wait until the building is ready to be revealed.

Willy enters your garden from the west and works his way to your building site, entering it via the door with Willy's symbol on it. As soon as he's inside, a "Danger! Willy at Work!" sign appears on the door, along with a countdown timer. The building starts to vibrate and bounce up and down.



The gold rosette and seal of Willy's approval! Your building is ready to be revealed.

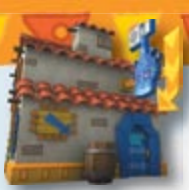
When the countdown is complete, Willy emerges, sticks a gold rosette on the door, and trudges back to his shop. You can direct him if he gets stuck, check out information on him, or leave him to return (recommended). As soon as he reaches his store, you can start this process again if you need to.

TIP

If you want Willy to reach your building site slightly quicker, build on the side of the garden near the village. If you want Willy (and all other villagers) to move through your garden easily, make a path from the village road so villagers don't have to maneuver around fences or obstacles when they arrive in your garden.

TIP

During the building's construction phase, and after it's been built, you could smash the building with your shovel, but this isn't a wise move. To reveal the building, simply tap the construction site with your shovel once Willy is done, and the building appears!



Willy's Store



PIÑATA HOUSES

Piñata House	Purchase Price	Selling Price
Arocknid	825	750
Badgesicle	825	750
Barkbark	1,155	1,050
Bonboon	1,980	1,800
Bunnycomb	330	300
Buzzenge	1,155	1,050
Buzzlegum	550	500
Candary	330	300
Chewnicorn	2,475	2,250
Chippopatamus	1,980	1,800
Cinnamonkey	1,540	1,400
Cluckles	550	500
Cocoadile	1,155	1,050
Crowla	825	750
Doenut	1,155	1,050
Dragumfly	1,540	1,400
Eaglair	2,475	2,250
Elephanilla	2,475	2,250
Fizzlybear	1,540	1,400
Flutterscotch (White)	330	300

PIÑATA HOUSES (CONTINUED)

Piñata House	Purchase Price	Selling Price
Fourheads	1,980	1,800
Fudgehog	550	500
Galagoogoo	2,475	2,250
Goobaa	1,155	1,050
Horstachio	1,540	1,400
Jameleon	825	750
Juicygoose	825	750
Kittyfloss	825	750
Lackatoad	825	750
Lickatoad	330	300
Macaraccoon	1,155	1,050
Mallowolf	1,540	1,400
Moozipan	1,540	1,400
Mothdrop	330	300
Mousemallow	165	150
Newtgat	550	500
Parrybo	1,980	1,800
Pigxie*	1,980	1,800
Ponocky	1,155	1,050
Pretztail	330	300






PIÑATA HOUSES (CONTINUED)

Piñata House	Purchase Price	Selling Price
Profitamole	825	750
Pudgeon	1,155	1,050
Quackberry	550	500
Raisant	550	500
Rashberry	825	750
Reddhott	1,155	1,050
Roario	3,025	2,750
Salamango	1,540	1,400
Shellybean	330	300
Sherbat	550	500
Sparrowmint	165	150
Squazzil	550	500
Swanana	1,540	1,400
Sweetooth	1,155	1,050
Syrupent	165	150
Taffly	165	150
Twingersnap	825	750
Whirlm	55	50
Zumbug	1,980	1,800

*The Pigxie house first appears as Mystery House.



SPECIAL BUILDINGS

Special Building	Purchase Price	Selling Price	Requirement	Usage
 Beehive	66	60	Gardener Level 5 or Resident Buzzlegum	Allows Buzzlegums to produce honey.
 Shearing Shed	420	180	Resident Goobaa	Allows Goobaas to produce wool.
 Milking Shed	616	560	Resident Moozipan	Allows Moozipans to produce milk.
 Helper House	220	200	Gardener Level 10	Allows helpers to start work quickly.
 Mine	16,500	15,000	Gardener Level 26	Allows Diggerlings to produce treasure. Requirement for Dragonache egg.

NOTE

SPECIAL BUILDING NOTES

- Piñata houses become available once a Piñata has become a Resident in your garden (either after meeting the Resident requirements, or if you receive them as a gift).
- Special buildings become available after you meet a specific objective.
- The descriptions and specifications of each house are shown in the "Piñata Prospectus" chapter.
- The descriptions and specifications of each special house are shown in the "Garden Goods" chapter.
- To sell any house you no longer need to Costolot, select it and press **B**.
- There are 59 types of Piñata houses; the Dragonache doesn't have a home.



DOC PATCHINGO

Freshly qualified in all the latest techniques for curing, healing, and repairing Piñatas, Doc Patchingo has come to Piñata Island to set up his new practice. He's still a bit nervous, but he hasn't lost one yet (at least not if he arrives in time). If a Piñata is attacked, loses a fight, or eats something poisonous, then call the doc as fast as possible.

Notes

Level	Available From
1	Gardener Level 1

Doc Patchingo is a motorized man who wears a monkey hat and who is ready to drive his "Doc 1" personal ambulance to the site of any recent Piñata sickness. He's available anytime day or night, as long as you have the coins to pay him; healing isn't free, you know! The following is a list detailing what to do if you need to call the doc and a table that details how much each Piñata costs to heal.



- Doc Patchingo is available (and useful) only when a Piñata is sick; he doesn't have any other uses.
- Always select the sick Piñata, *then* call the doc, rather than accessing the doc from the Village menu; the Village menu is much slower.
- If you have multiple casualties, select *all* of your sick Piñatas, not just the first one. Otherwise, he'll heal one and return to his shop, and you'll run out of time.
- Make sure there's a straight and clear path from the village (on your garden's west side) so he can quickly reach your problem Piñata.
- Summon the doc immediately so he arrives before the nasty Dastardo appears!



The doc feeds some medicine to a fallen Piñata, flicking it over it in a shower before racing back to his shop.

NOTE

Call Doc Patchingo by hovering your cursor over a sick Piñata and pressing **A**. Or, access Doc Patchingo's shop by entering the menu (**X**), selecting the Village (**L**), and selecting Doc Patchingo (**L**).

PIÑATA HEALING COSTS

Piñata	Healing Price
Arocknid	150
Badgesicle	150
Barkbark	210
Bonboon	360
Bunnycomb	60
Buzzenge	210
Buzzlegum	100
Candary	60
Chewnicorn	450
Chippopotamus	360
Cinnamoney	280
Cluckles	100
Cocoadile	210

PIÑATA HEALING COSTS (CONTINUED)

Piñata	Healing Price
Crowla	150
Doenut	210
Dragumfly	280
Eaglair	450
Elephanilla	450
Fizzlybear	280
Flutterscotch (White)	60
Fourheads	360
Fudgehog	100
Galagoogoo	450
Goobaa	210
Horstachio	280
Jameleon	150

PIÑATA HEALING COSTS (CONTINUED)	
Piñata	Healing Price
Juicygoose	150
Kittyfloss	150
Lackatoad	150
Lickatoad	60
Macaraccoon	210
Mallowolf	280
Moozipan	280
Mothdrop	60
Mousemallow	30
Newtgat	100
Parrybo	360
Pigxie	360
Ponocky	210
Pretztail	60
Profitamole	160
Pudgeon	210
Quackberry	100

PIÑATA HEALING COSTS (CONTINUED)	
Piñata	Healing Price
Raisant	100
Rashberry	150
Reddhott	210
Roario	550
Salamango	280
Shellybean	60
Sherbat	100
Sparrowmint	30
Squazzil	100
Swanana	280
Sweetooth	210
Syrupent	30
Taffly	30
Twingersnap	150
Whirlm	10
Zumbug	360



NOTE

Access Costolot's store by entering the menu (X), selecting the Village (L), and selecting Costolot's Store (U).



COSTOLOT'S STORE

There are few things that Lottie loves more than chocolate coins. She is very eager to trade, and you can always trust her to try and make a profit whenever she deals with you.

Notes

Level	Available From
1	Gardener Level 2

Lottie is the manager of Costolot's General Store and can help you buy goods you need and sell goods you don't want. The store is open 24 hours a day, allowing you to quickly purchase a huge variety of items; her stock continually increases as your Gardener Level increases. She always stays in her store and doesn't visit your garden.



- To purchase an item from Costolot's store, enter the store and select the "Buy" option. Make sure you really want the item you buy, as most items are more expensive to buy than to sell. Of course, if you grow a plant (chili seeds, for example), you can make a huge amount of money from Lottie.
- To sell an item, enter the store and select the "Sell" option. Once you've done this, you can hover over most (but not all) items in your garden and sell them immediately with B. This is much quicker.
- For more information and properties for all these shop items, consult the "Garden Goods" chapter.



Costalot's Store

NOTE

Garden fertilizer costs are per use and cannot be sold back to Costalot's store. If you're looking for a special fertilizer, Costalot doesn't have it. Try Ivor Bargain instead.

NOTE

Watering cans are upgrades that hold more water than your initial rusty contraption and cannot be sold back to Costalot's store. If you're looking for more upgrades to your watering can, Costalot doesn't sell them. Try Ivor Bargain instead.

NOTE

The long grass cost is for an unlimited supply, which is useful for attracting new Piñata types. It cannot be sold back to Costalot's store.

NOTE

Paving is mostly decorative, although leaving space for characters (especially the villagers) to walk allows them to easily leave and arrive at your garden, quickening their tasks.

FERTILIZERS

Image	Fertilizer	Purchase Price	Gardener Level
	Orange	3	3
	Purple	9	4
	Yellow	3	5
	Red	18	7
	Blue	30	7
	Brown	45	8
	Green	63	10

WATERING CANS



Image	Type	Purchase Price	Gardener Level
	Tin watering can	225	4
	Gold watering can	750	8












PACKET

Image	Type	Purchase Price	Gardener Level
	Long Grass Packet	1,125	9

PAVING

Image	Type	Purchase Price	Selling Price	Gardener Level
	Stone paving	6	5	2
	Cobblestones	17	15	7
	Slab paving	17	15	7
	Block paving	33	30	10
	Crazy paving	55	50	14
	Octagonal paving	83	75	19
	Showbiz paving	116	105	28

SEEDS					
Image	Seed Type	Purchase Price	Seed Sell-ing Price*	Plant Sell-ing Price**	Gardener Level***
	Carrot	2	2	10	2
	Turnip	2	2	10	2
	Buttercup	2	2	10	2
	Daisy	2	2	10	2
	Thistle	13	12	-60	2
	Bluebell	7	6	30	5
	Poppy	7	6	30	5
	Corn	7	6	30	5
	Apple	55	50	100	5
	Poison ivy	22	20	-100	9
	Hazelnut	83	75	150	7
	Watercress	13	12	60	8
	Blackberry	55	50	140	9
	Pumpkin	13	12	60	10
	Toadstool	46	42	-210	11
	Chili	22	20	100	11
	Sunflower	22	20	100	13
	Gooseberry	83	75	330	14
	Tulip	33	30	150	15

SEEDS (CONTINUED)					
Image	Seed Type	Purchase Price	Seed Sell-ing Price*	Plant Sell-ing Price**	Gardener Level***
	Fir	83	75	150	16
	Venus Piñata plant	79	72	-360	16
	Water lily	33	30	150	18
	Monkeynut	116	105	210	20
	Nightshade	154	140	280	23
	Snapdragon	46	42	210	24
	Banana	154	140	280	26
	Bullrush	62	56	280	28
	Bird of Paradise	79	72	360	31
	Orchid	99	90	450	35
	Oak	303	275	550	37

* How much you can get from Costolot's store if you sell a seed or produce from a tree or bush.

** How much you get from Costolot's store if you sell an entire plant; these values increase if there is fruit or produce attached to them, or if the plant has been fertilized correctly.

*** Indicates the first time you can buy this seed at Costolot's store. The first time you can randomly receive this seed from Seedos is one Gardener Level lower: You can receive the poppy at Level 4, and the nightshade seed at Level 22 if you keep asking Seedos.

NOTE

SEED NOTES

- Seeds have multiple uses but are mainly employed to gain experience and new types of Piñatas (and certain requirements for many Piñatas).
- Plant seeds in holes after digging them with the seed shovel head upgrade at Gardener Level 5.
- Weeds don't need to be planted in holes; they thrive with or without this.
- You should apply fertilizer to seeds at certain points. The fertilizer's color should match the plant's color.
- Certain plants can be tinkered with.
- Growing certain plants can net you a huge amount of coins if you sell the produce.
- Consult the "Garden Goods" chapter for more information.



CANDY

Image	Type	Purchase Price	Selling Price	Gardener Level
	Romance candy	6	5	2
	Happy candy	17	15	5



NOTE

CANDY NOTES

- Feed candy to your Piñata by dropping the candy and directing the Piñata to it.
- Romance candy allows you to quickly romance a Piñata type after you already romance two Piñata the "natural" way.
- Happy candy allows you to increase your Piñata's Happiness meter.
- If you're looking for the joy candy, Costolot doesn't sell it. Try Ivor Bargain instead.



VEGETABLES

Image	Type	Purchase Price	Selling Price	Gardener Level
	Carrot	50	10	2
	Turnip	50	10	2
	Corn	150	30	5
	Pumpkin	300	60	10
	Chili	500	100	11



FRUIT

Image	Type	Purchase Price	Selling Price	Gardener Level
	Apple	100	20	5
	Hazelnut	150	30	7
	Blackberry	100	20	9
	Gooseberry	150	30	14
	Fir cone	150	30	16
	Monkeynut	210	42	20
	Nightshade Berry	280	56	23
	Banana	280	56	26
	Acorn	550	110	37



NOTE

FRUIT NOTES






- Fruit is more cost-effective if you buy a seed and grow a tree or bush from it. (You can't grow trees or bushes from fruit; only from seeds.)
- Only purchase fruit if you need it (for a romance requirement, for example) and growing a tree or bush would take too long.
- Certain fruit can be tinkered with.



NOTE

VEGETABLE NOTES

- Vegetables are more cost-effective if you buy a seed and grow them from the ground. (You can grow vegetables only from seeds.)
- Only purchase vegetables if you need them (for a romance requirement, for example) and growing it from seed would take too long.
- Certain vegetables can be tinkered with.

PRODUCE				
Image	Type	Purchase Price	Selling Price	Gardener Level
	Honey	500	100	2
	Bread	300	60	7
	Wool	1,050	210	9
	Milk	1,400	280	11
	Bone	500	100	7




NOTE

PRODUCE NOTES

- Every type of produce (except bones) can be created by Piñata: honey is created by Buzzlegums using a bee-hive; bread is created by tinkering corn; wool is created by Goobaas using a shearing shed; and milk is created by Moozipans using a milking shed.
- Produce is more cost-effective if you create it instead of buying it.
- Only purchase produce if you need it (for a romance requirement, for example) and creating it would take too long.
- You can only buy or create more produce; you can't "split" or "grow" produce you already have.
- Certain produce can be tinkered with.



FENCE

Image	Type	Purchase Price	Selling Price	Gardener Level
	Wire fence	6	5	2
	Wooden fence	17	15	6
	Wooden gate	33	30	6
	Wooden picket fence	33	30	8
	Hedge	55	50	10
	Iron railings	83	75	12
	Iron gate	116	105	12

NOTE

FENCE NOTES

- Fences are used to create easy-to-navigate pathways and boundaries around houses and items.
- Fences are useful for cordoning off Piñatas from each other if you don't want them to interact (if they constantly fight, for example).
- Gates are used by your helpers, not your Piñatas. It allows them to reach areas quickly.
- When placing a fence or gate, line it up with the rest of the fencing you've placed by rotating it with **X**.
- Build fences around houses, not the other way around.
- Don't squeeze Piñatas too tightly or they may become stuck or confused, and then sick.
- Fences can be sold, but you must first hover your cursor over a nearby plant or Piñata, then move it over a fence piece; that way you won't need to smash a fence!
- Fences are great ways to make your garden look more decorative, especially when combined with paths and garden items.
- If you're looking for a stone wall or an oak gate, Costolot doesn't sell them. Try Ivor Bargain instead.



GARDEN ITEMS

Image	Type	Purchase Price	Selling Price	Gardener Level
	Firebrand	132	120	2
	Cartwheel	22	20	3
	Pile of leaves	22	20	3
	Ornamental stones	22	20	3
	Hay bale	22	20	3
	Toxic drum	22	20	3
	Fir tree log	22	20	3
	Flower carving	22	20	3
	Birdbath	330	300	10
	Milk churn	66	60	10
	Hollow log	66	60	10
	Barrel	66	60	10
	Glow rocks	66	60	10
	Fish fountain	330	300	12
	Sword Mk2	66	60	14
	Tombstone	66	60	14
	Vase	66	60	14
	Sundial	66	60	14
	Bird and bear statue	462	420	15
	Surfboard	132	120	19
	Wind chime Mk1	132	120	19
	Wind chime Mk2	132	120	19

GARDEN ITEMS (CONTINUED)

Image	Type	Purchase Price	Selling Price	Gardener Level
	Swan fountain	616	560	25
	Pirate statue	792	720	30
	Moon-on-a-Stick	990	900	32
	Shellybean block	1,320	—*	6
	Sherbat block	2,200	—*	11
	Crowla block	3,300	—*	16
	Profitamole block	3,300	—*	21
	Macaracoon block	4,620	—*	25
	Cocoadile block	4,620	—*	29
	Mallowolf block	6,160	—*	35
	Bonboon block	7,920	—*	39

*Tower of Sour blocks cannot be sold once bought.

NOTE

GARDEN ITEMS NOTES

- Many garden items are purely decorative, adding that final touch to your garden design.
- Some garden items help to meet Piñata visit, residence, or romance requirements.
- Some garden items have an "on/off" switch (A).
- Tower of Sour blocks are very expensive, but you can obtain the block for free if you tame the Sour Piñata when it arrives in your garden.
- If you're looking for other garden items, Costolot doesn't sell them. Try Ivor Bargain instead.



FANNIE FRANKER'S POST OFFICE

Fannie likes to keep the post office running smoothly and at the peak of efficiency. She is very dependable, ensuring all your crates arrive in tip-top condition.

Notes

Level	Available From
1	Gardener Level 4

The post office is available 24 hours a day to service your crate-sending and receiving needs, and is run by the super fit, super strange-looking Fannie Franker! Here, you can purchase a crate to place in your garden and fill with one type of item. Then you can send this item to a friend via Xbox Live or even to yourself. The post office is also the place to receive a crate a friend (or yourself) has sent you.



Sending a Crate

- Purchase a crate from the post office for 1 coin, and place it in your garden with **A**. You can place more than one crate at a time (for 1 coin each).
- After paying for the crate with **Y**, hover over it and "pack" it (also with **Y**).
- Now move across your garden and select the items to pack. Select them with **A**.
- You can store up to five of the same item (for example, between one and five Buzzlegums) in one crate.
- You can store anything you own: houses, seeds, plants, Piñatas, and even helpers!
- When you're happy with your selection, hover over the crate and press **X** to enter the Menu screen.
- From here, you can "Edit Message" (create a message your receiver reads), "Add/Remove Chocolate Coins" (allowing you to send coinage with the crate), and "Send Crate."
- Send Crate brings up the list of your Xbox Live friends. Select the person you want to send the crate to, and send it. Simple!



NOTE

Access the Post Office by entering the menu (**X**) and selecting Post Office (**L**).



Receiving a Crate

- When you receive a crate, an alert appears letting you know. Head to the post office with **X**. Go to "My Received Crates" and hit **X** again.
- You'll see up to six crates available and who they were sent by.
- You can forward this crate to someone else (**Y**), return the crate if you don't want it (**X**), or deliver it to your garden with **A**.
- If you want to open it, deliver it to your garden and check out your present!

TIP

Is your garden full? Don't want to sell a precious Piñata you want to keep but haven't romanced yet? Want to send a Piñata or item to another one of your gardens? Then send a crate to yourself! You don't need to send coins; they appear in whichever garden you have!



NOTE

Access Gretchen Fetchem by entering the menu (X), selecting the Village (L), and selecting Gretchen Fetchem (L).

GRETCHEN FETCHEM'S HUNTER SERVICES

Gretchen loves the wilds of Piñata Island, and she also loves fashion. She has managed to combine the two to become the island's most glamorous hunter. If you want it, she will fetch it, in style.

Notes

Level	Available From
1	Gardener Level 5

Gretchen Fetchem's Hunter Services store is available night and day for all your Piñata-gathering needs—providing you have the coins to pay for her services! Simply access her store and choose whether you want an Express or a Standard hunt (the Express hunt costs twice as much). Then wait (usually for a day if you chose the Express hunt) for your Piñata to appear!



- Choose the Express hunt if you can spare the coins and need a Piñata quickly.
- Choose the Standard hunt (which can take at least three times as long) if you aren't too concerned with a quick Piñata turnaround.
- Gretchen hunts only Piñatas that you have previously had in your garden as Residents, not Wild Piñatas that you've only seen!
- The Standard hunt costs are the same as the value of the Piñata if you sell it at Costolot's store.
- When the Piñata has been hunted, you receive an alert. Head back to the store, select the "fetched piñata" option, and release the Piñata with A.
- If you asked Gretchen to hunt a Piñata you no longer need, don't discard it with X when you return to the store; release it, then sell it to Costolot's store.
- Gretchen does not hunt domestic Piñatas; purchase them at Miss Petula's Paper Pets.

PIÑATA HUNTING COSTS		
Piñata	Standard Price	Express Price
Arocknid	1,500	3,000
Badgesicle	1,500	3,000
Bonboon	3,600	7,200
Bunnycomb	600	1,200
Buzzenge	2,100	4,200
Buzzlegum	1,000	2,000
Candary	600	1,200
Chewnicorn	4,500	9,000
Chippopatamus	3,600	7,200
Cinnamonkey	2,800	5,600
Cocoadile	2,100	4,200
Crowla	1,500	3,000
Doenut	2,100	4,200
Dragonache	—*	—*
Dragumfly	2,800	5,600
Eaglair	4,500	9,000
Elephanilla	4,500	9,000
Fizzlybear	2,800	5,600

PIÑATA HUNTING COSTS (CONTINUED)		
Piñata	Standard Price	Express Price
Flutterscotch (White)	600	1,200
Fourheads	3,600	7,200
Fudgehog	1,000	2,000
Galagoogoo	4,500	9,000
Horstachio	2,800	5,600
Jameleon	1,500	3,000
Juicygoose	1,500	3,000
Lackatoad	1,500	3,000
Lickatoad	600	1,200
Macaraccoon	2,100	4,200
Mallowolf	2,800	5,600
Mothdrop	600	1,200
Mousemallow	300	600
Newtgat	1,000	2,000
Parrybo	3,600	7,200
Pigxie	3,600	7,200
Pretztail	600	1,200

PIÑATA HUNTING COSTS (CONTINUED)		
Piñata	Standard Price	Express Price
Profitamole	1,600	3,200
Quackberry	1,000	2,000
Raisant	1,000	2,000
Reddhott	2,100	4,200
Roario	5,500	11,000
Salamango	2,800	5,600
Shellybean	600	1,200
Sherbat	1,000	2,000
Sparrowmint	300	600
Squazzil	1,000	2,000
Swanana	2,800	5,600
Sweetooth	2,100	4,200
Syrupent	300	600
Taffly	300	600
Twingersnap	1,500	3,000
Whirlm	100	200
Zumbug	3,600	7,200

*The Dragonache is free and available for you to bring into your garden after it hatches.



MISS PETULA'S PAPER PETS

Like, the absolute greatest thing is the totally amazing accessories in the shop. Miss Petula has, like, the best taste in Piñata fashions, and you should listen to her advice if you want your Piñatas to look completely awesome.

Notes

Level	Available From
1	Gardener Level 8

Miss Petula's store is open 24 hours a day and is the only place to purchase the Domestic Piñatas that don't come to your garden from the wild. Also available are dozens of accessories that you can buy for a single Piñata. This adds value to your Piñata and sometimes increases their happiness or has a useful ability.

- When you enter the store, you can select to purchase a Domestic Piñata, an accessory, or a gift accessory.
- Select "accessory" and you must choose a Piñata in your garden, then purchase an accessory for it.
- Select "gift accessory" and you purchase an accessory, then send it to a friend (or yourself) on Xbox Live.
- Consult the "Piñata Prospectus" chapter for more information on Domestic Piñatas.
- Consult the "Garden Goods" chapter for more information on the accessories.



NOTE

Access Paper Pets by entering the menu (X), selecting the Village (L), and selecting Paper Pets (D).

DOMESTIC PIÑATAS

Piñata	Purchase Price	Selling Price	Gardener Level
Cluckles	1,100	1,000	8
Kittyfloss	1,650	1,500	10
Rashberry	1,650	1,500	12
Barkbark	2,310	2,100	14
Goobaa	2,310	2,100	16
Pudgeon	2,310	2,100	18
Ponocky	2,310	2,100	20
Moozipan	3,080	2,800	25



Accessories

HEAD TYPE				
Image	Accessory	Price	How Obtained	Description/Use
	Soupwill Cook Hat	1	Accessory Pack 2	The hat Ma Soupwill wears in <i>Grabbed by the Ghoulies</i> .
	Conkerific Helmet	1	Accessory Pack 7	A hat Conker the Squirrel wears.
	Grunty Hat	1	Accessory Pack 6	A hat Grunty the Witch from <i>Banjo-Kazooie</i> wears.
	Jam-Jars Hat	1	Accessory Pack 6	A hat Jam-Jars from <i>Banjo-Kazooie</i> wears.



NOTE

DOMESTIC PIÑATA NOTES

- Domestic Piñatas have their own houses and romancing requirements after you purchase one.
- Remember to purchase a second Piñata if you want to start romancing!
- Some of these Piñatas can evolve, provide produce, or have special abilities.

HEAD TYPE (CONTINUED)

Image	Accessory	Price	How Obtained	Description/Use
	Juno Helmet	1	Accessory Pack 1	A helmet Juno from <i>Jet Force Gemini</i> wears.
	Mr. Pants Hat	1	Accessory Pack 2	A hat Mr. Pants from <i>Grabbed by the Ghoulies</i> wears.
	Poppy Hair Flower	1	Accessory Pack 4	—
	Santa Hat	1	Accessory Pack 3	—















HEAD TYPE (CONTINUED)

Image	Accessory	Price	How Obtained	Description/Use
	Sunflower Hair Flower	1	Accessory Pack 4	—
	Conga's Top Hat	1	Accessory Pack 4	A hat Conga from <i>Banjo-Kazooie</i> wears.
	Vela Wig	1	Accessory Pack 1	A wig styled on Vela's hair in <i>Jet Force Gemini</i> .
	Von Ghoul Helmet	1	Accessory Pack 2	A hat Von Ghoul from <i>Grabbed by the Ghoulies</i> wears.
	Safety Helmet	180	"Kittyfloss" Cheat Code	—
	Sweaty Headband	180	"Kittyfloss" Cheat Code	—
	Thunder Cut	180	"Kittyfloss" Cheat Code	—
	Rashberry Hat (Police)	180	"Kittyfloss" Cheat Code	—
	Sailor Hat	180	"Kittyfloss" Cheat Code	—
	Fruity Hat	180	"Bullseye" Cheat Code	—
	Squazzil Hat	180	"Chewnicorn" Cheat Code	—
	Buttercup Hair Flower	180	"Goobaa" Cheat Code	—
	Howdy Pardner Hat	180	"Goobaa" Cheat Code	—
	Beaded Wig	60	Gardener Level 8	—
	Buzzlegum Keeper Hat	60	Gardener Level 8	Allows Buzzlegums to make honey automatically.
	Binner's Hat	60	Gardener Level 8	—
	Daisy Hair Flower	60	Gardener Level 8	—
	Beanie Cap	60	Gardener Level 11	—
	Dellmonty	60	Gardener Level 11	You'll always hear a yes from a Piñata wearing this!
	Princess Hat	60	Gardener Level 11	—
	Halo of Hardness	2,700	Gardener Level 12	Automatically heals a Piñata if it gets sick.





HEAD TYPE (CONTINUED)

Image	Accessory	Price	How Obtained	Description/Use
	Tussle Tricorn	900	Gardener Level 12	A hat that Captain Blubber from <i>Banjo-Kazooie</i> wears.
	Baseball Cap	180	Gardener Level 14	—
	Doenut Stalker	180	Gardener Level 14	—
	School Cap	180	Gardener Level 14	—
	Tiara of Tranquility	600	Gardener Level 16	—
	Weather Girl Wig	180	Gardener Level 19	—
	Bonnet	180	Gardener Level 19	Enables a Goobaa wearing it to automatically make wool.
	Fez	180	Gardener Level 19	Worn for Cinnamonkey romance requirement.
	Knight Helmet	180	Gardener Level 19	—
	Señor Sombrero	180	Gardener Level 19	—
	Bunnycomb Ears	348	Gardener Level 24	—
	Yee-haw Hat	360	Gardener Level 24	—
	Rashberry Helmet (Police)	360	Gardener Level 24	—
	Chef Hat	360	Gardener Level 29	—
	Diggerling Helmet Mk1	360	Gardener Level 29	—
	Student's Hat	360	Gardener Level 29	—
	Football Helmet	600	Gardener Level 34	—
	Party Horns	600	Gardener Level 34	—
	Pillager's Helmet	600	Gardener Level 34	—
	Retro Disco Wig	600	Gardener Level 37	—
	Crown	600	Gardener Level 37	Worn for Roario romance requirement.
	Ortho's Spare Hat	600	Gardener Level 37	Spare hat that Ortho from <i>Kameo: Elements of Power</i> wore.











EYES TYPE

Image	Accessory	Price	How Obtained	Description/Use
	Comedian's Choice	1	Accessory Pack 5	—
	Reading Glasses	1	Accessory Pack 5	—
	Toff Monocle	180	"Bullseye" Cheat Code	—
	Extreme Sports Goggles	180	"Chewnicorn" Cheat Code	—
	Disco Shades	180	"Chewnicorn" Cheat Code	—
	Geek Glasses	50	Gardener Level 8	—
	Caterpillars	60	Gardener Level 11	—
	Superhero Mask	180	Gardener Level 19	—
	Bottles' Glasses	180	Gardener Level 19	The glasses Bottles from <i>Banjo-Kazooie</i> wears. Worn for Profitamole romance requirement.
	Belly-Splash Specials	360	Gardener Level 24	—
	Robber's Mask	360	Gardener Level 29	—
	Blackeye Patch	600	Gardener Level 34	Worn for Parrybo romance requirement.
	Flying Goggles	600	Gardener Level 34	—
	Cool Shades	600	Gardener Level 37	—










MOUTH TYPE

Image	Accessory	Price	How Obtained	Description/Use
	Big Jolly Lips	1	Accessory Pack 7	—
	Yokel Teeth	60	Gardener Level 8	—
	Buckteeth	180	Gardener Level 19	—
	Bling Teeth	360	Gardener Level 24	Worn for Cocomadile romance requirement.
	Romantic Flower	360	Gardener Level 29	—

EARS TYPE

Image	Accessory	Price	How Obtained	Description/Use
	Romance Earrings	1	Accessory Pack 3	—
	Mermaid Earrings	1	Accessory Pack 3	—
	Jiggy Earrings	1	Accessory Pack 6	"Jiggies" are puzzle pieces collected in <i>Banjo-Kazooie</i> .
	Lupus Ears	1	Accessory Pack 1	—
	Big Bling Earrings	181	"Bullseye" Cheat Code	—
	Headphones	180	"Chewnicorn" Cheat Code	—
	Pendant Earrings	180	"Goobaa" Cheat Code	—
	Butcha's	60	Gardener Level 8	Does your Piñata come from the east end of the garden?
	Not-so-Bling Earrings	180	Gardener Level 19	—
	Bling Earrings	600	Gardener Level 37	—

NOSE TYPE

Image	Accessory	Price	How Obtained	Description/Use
	The Von Ghoul	1	Accessory Pack 7	Moustache worn by Von Ghoul from <i>Grabbed by the Ghoulies</i> .
	Slim Tache	1	"Goobaa" Cheat Code	—
	Gas Mask	60	Gardener Level 8	Place on a Candary so it can fly into a mine, increasing chances of a valuable find.
	Red Nose	60	Gardener Level 11	—
	Granny's Tache	180	Gardener Level 14	—
	Bling Nose Ring	360	Gardener Level 24	—
	Handlebar Moustache	360	Gardener Level 29	—
	Comedian's Nose	600	Gardener Level 34	—
	Bushy Moustache	60	Gardener Level 37	—












NECK TYPE				
Image	Accessory	Price	How Obtained	Description/Use
	Mermaid Necklace	18	"Bullseye" Cheat Code	—
	Pendant Necklace	180	"Chewnicorn" Cheat Code	—
	Strong 'n' Macho	180	"Goobaa" Cheat Code	—
	Nonresident Scarf	60	Gardener Level 8	—
	Spiked Collar	180	Gardener Level 14	Worn for Barkbark romance requirement.
	Bow	180	Gardener Level 19	—
	Reporter's Camera	180	Gardener Level 19	Worn for Pudgeon romance requirement.
	DanceGlow	180	Gardener Level 19	—
	Bell	360	Gardener Level 24	Allows Moozipans to automatically enter the milking shed.
	Funky Tie	360	Gardener Level 24	—
	Diamond Choker	360	Gardener Level 29	Worn for Swanana romance requirement.
	Halloween Bolts	360	Gardener Level 29	—
	Dastardos Scarf	600	Gardener Level 34	—
	Diamond Necklace	600	Gardener Level 37	—
	Shark Tooth Necklace	600	Gardener Level 37	—

ARMS TYPE				
Image	Accessory	Price	How Obtained	Description/Use
	Pearly Bracelet	1	Accessory Pack 5	—
	Sweaty Wristband	60	Gardener Level 11	—
	Prisoner Bracelet	180	Gardener Level 14	—
	Bling Bangle	360	Gardener Level 24	—
	Bling Bracelet	600	Gardener Level 34	—

BODY TYPE				
Image	Accessory	Price	How Obtained	Description/Use
	Clockwork Key	60	Gardener Level 8	—
	Crystal Broach	60	Gardener Level 11	—
	Fake Fin	60	Gardener Level 11	—
	Rashberry Badge	180	Gardener Level 14	—
	Fake Winner's Rosette	180	Gardener Level 19	Worn for Horstachio romance requirement.
	Tail Bow	180	Gardener Level 19	Worn for Ponocky romance requirement.
	Superhero Belt	180	Gardener Level 19	—
	Breegull Carrier	600	Gardener Level 34	Breegulls are creatures from Banjo-Kazooie.



FEET TYPE				
Image	Accessory	Price	How Obtained	Description/Use
	Bunnycomb Slippers	180	"Bullseye" Cheat Code	—
	Combat Boots	60	Gardener Level 8	—
	Yee-haw Boots	60	Gardener Level 11	—
	Snowshoes	180	Gardener Level 14	—
	Flamenco Shoes	360	Gardener Level 24	—
	Soccer Boots	360	Gardener Level 29	—
	Tap Shoes	360	Gardener Level 29	Worn for Pigxie romance requirement.
	Ballet Shoes	600	Gardener Level 37	Worn for Elephanilla romance requirement.
	Astro-Walkers	600	Gardener Level 37	The type of boots used in <i>Jet Force Gemini</i> .



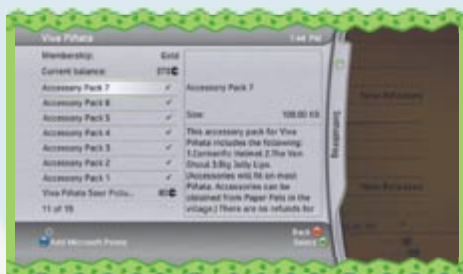
NOTE

ACCESSORY NOTES

- Accessories are placed on an individual body part of the Piñata.
- Some Piñata accessories fit only certain Piñatas; try before you gift-buy!
- After you purchase an accessory and fit it onto a Piñata (either Wild or Domestic), you can't sell the individual accessory; it adds to the selling cost of the Piñata instead.
- Certain accessories are useful (or mandatory) for a romance requirement for each Piñata (meaning you must purchase two).
- The "Cheat Code" and "Accessory Pack" accessories are unlocked in a different way (see their respective sections below).

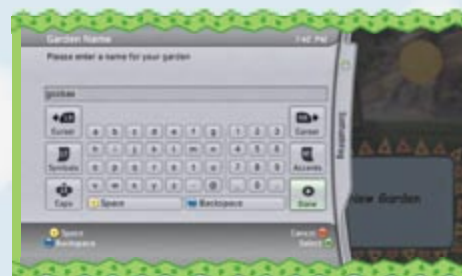
Accessory Pack Accessories

Currently, there are seven Accessory Packs that you can purchase on Xbox Live that give you three additional accessories per pack. Each pack costs 90 points. Go online, as shown, to buy these accessories.



Cheat Code Accessories

Certain accessories are available only if you use a cheat code. Start a new game, and when you're asked to name your garden (as shown), type in the names shown in the following table (you don't need to worry about capital or lowercase letters). If you're successful, you *won't* start a new garden but will unlock the associated accessories instead!



ACCESSORY PACKS

Accessory Pack #	Accessories Available
1	Vela Wig, Juno Helmet, Lupus Ears
2	Mr. Pants Hat, Von Ghoul Helmet, Soupwill Chef Hat
3	Mermaid Earrings, Romance Earrings, Santa Hat
4	Conga's Top Hat, Sunflower Hair Flower, Poppy Hair Flower
5	Pearly Bracelet, Reading Glasses, Comedian's Choice
6	Jiggy Earrings, Grunty Hat, Jam-Jars Hat
7	Conkerific Helmet, The Von Ghoul, Big Jolly Lips

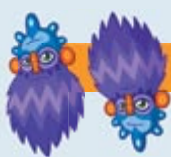
CHEAT CODE ACCESSORIES

Cheat Code	Accessories Available
Bullseye	Fruity Hat, Toff Monocle, Big Bling Earrings, Mermaid Necklace, Bunnycomb Slippers
Chewnicorn	Squazzil Hat, Extreme Sports Goggles, Disco Shades, Headphones, Pendant Necklace
Goobaa	Buttercup Hair Flower, Howdy Pardner Hat, Pendant Earrings, Slim Tache, Strong 'n' Macho
Kittyfloss	Safety Helmet, Thunder Cut, Sailor's Hat, Sweaty Headband, Rashberry Hat (Police)



NOTE

Access Ivor Bargain by entering the menu (X), selecting the Village (L), and selecting Ivor Bargain (L).



IVOR BARGAIN

Ivor is a good person, but he isn't always blessed with good luck. He never forgets a friendly gesture, and he likes to pay his debts.

Notes

Level	Available From
1	Gardener Level 9

When you reach Level 9, a lonely and scruffy beggar named Ivor may pay you a visit. Don't whack him, or he disappears for a while. Instead, listen to what he has to say by talking to him with A, and he asks for some chocolate coinage. Pay him 1,000 coins, either all at once (recommended) or in installments. He then opens up Ivor Bargain, where you can buy some of the best items on the island!



- Ivor's goods are a mixture of fertilizer, watering can upgrades, joy candy, fences, and garden items.
- If you want to sell certain items, Lottie buys them, not Ivor. However, they are still for sale at Ivor Bargain's.
- For the wide-ranging and often wonderful effects of each item, consult the "Garden Goods" chapter.

IVOR BARGAIN'S LIST				
Image	Type	Purchase Price	Selling Price	Gardener Level
	Special mix fertilizer	9	—*	20
	Glass watering can	1,575	—**	12
	Everpour 5000 watering can	2,700	—**	18
	One Pour Wonder	4,125	—**	24
	Gem seed	248	225	34
	Joy candy	83	75	34
	Gem	360	72	34

* Garden fertilizer costs are per use and cannot be sold back to Ivor.
 ** Watering can and shovel purchases are upgrades and cannot be sold.

IVOR BARGAIN'S LIST (CONTINUED)				
Image	Type	Purchase Price	Selling Price	Gardener Level
	Stone wall	116	105	18
	Oak gate	154	140	18
	Lantern 'o' Loot	220	200	14
	Red Eye Rainbow	616	560	14
	Water Waiver	792	720	14
	Dastardos Scarer	2,310	2,100	25
	Captain's Cutlass	11,000	10,000	30
	Dastardos Head	2,520	—**	20
	Platinum shovel handle	1,125	—**	30
	Chocolate Sniffer	540	—**	14



BART THE TINKERER'S EXCHANGE

Bart has spent a long time finding out what things are made of and how you put them together. He loves making new things, and he's willing to sell his services. Just point him in the right direction, and watch him work (it's like magic).

Notes

Level	Available From
1	Gardener Level 9

Appearing from a magic hat, Bart is a mysterious fellow with the power to tinker; that is, change one object into another by waving his hands around. This takes some skill and, more importantly, coinage! When you need a tinkered item (see the following list or the "Garden Goods" chapter for more information), call on Bart for help.



- When you want something tinkered with, enter Bart's Exchange and choose a tinker ticket (see following chart). Bronze is the least expensive, and gold is the most expensive.
- Buy a ticket with **A**, select one or more items in your garden, and agree to the tinkering.
- Between 10–30 seconds later (depending where you placed the object), Bart reaches it and attempts to tinker. Then he leaves, whether the tinkering was successful or not.
- If a tinkering was unsuccessful, your item is useless.
- If you want to take a chance, choose a bronze or silver ticket; if you want to ensure a tinker, choose a gold ticket (recommended).

BART'S TINKERING TABLE

Image	Item	Cost	Cost	Cost	Tinkered Result	Selling Price (Tinkered Item)
→	Apple	7	22	75	Toffee Apple	150
→	Blackberry	7	22	75	Jam	150
→	Gooseberry	10	31	105	Gooseberry Fool	210
→	Monkeynut	14	42	140	Peanut Butter	280
→	Banana	18	54	180	Banana Split	360
→	Carrot	1	22	75	Carrot Cake	30
→	Corn	3	9	30	Bread	60
→	Pumpkin	5	15	50	Jack 'o' Lantern	100



NOTE

Access Bart's Exchange by entering the menu (**X**), selecting the Village (**L**), and selecting Bart's Exchange (**B**).

TINKER TICKET SUCCESS RATES

Tinker Ticket	Chance of Tinkering Success
(Bronze)	25 percent
(Silver)	50 percent
(Gold)	100 percent

















NOTE

TINKERING NOTES

- After you tinker an item and sell it to Lottie, you can't buy it back again; it must be tinkered again from the original.
- If you want Bart to reach your item quickly, place it near the path to the village, where he appears from his teleporting hat.
- You need to tinker objects only when you really need them; otherwise they just clutter up your garden.
- If you accidentally tinker an item or want to save it for later, send it to yourself in a crate, courtesy of Fannie at the post office.
- Tinkered items are mainly useful for Piñata romance or variant requirements.

BART'S TINKERING TABLE (CONTINUED)

Image	Item	 Cost	 Cost	 Cost	Tinkered Result	Selling Price (Tinkered Item)
 → 	Honey	7	22	75	Medicine	150
 → 	Bread	5	15	50	Sandwich	100
 → 	Milk	22	67	225	Cheese	450
 → 	Toadstool	14	42	140	Mushroom	280
 → 	Gem	27	82	275	Rainbow Gem	550



ARFUR'S INN

Arfur has spent many hours studying milk. He knows every single variety. Arfur can take one look at you and pour you just the right kind of milk without you ever having to say a word.

Notes

Level	Available From
1	Gardener Level 10

Arfur knows his milk, and he knows that helpers need a fine glass of the white stuff after a hard day's toil; therefore, he's set up an inn in the village where they gather. It is here you can hire helpers to assist you with the many garden tasks while you focus on the important stuff, like romancing and attracting Piñatas and making sure your garden goes from strength to strength!



NOTE

Access Arfur's Inn by entering the menu (X), selecting the Village (Q), and selecting Arfur's Inn (C).



To hire a helper, select him from Arfur's Inn, and position the contract in the garden with **A**. The helper will arrive at the start of his working hours, pick up the contract, and begin to work. He continues until the end of his working hours and continues this indefinitely.

ARFUR'S HELPERS		
Helper	Purchase Price	Gardener Level
Sprinkling	440	10
Weedling	440	14
Gatherling	924	12
Watchling	1,584	16
Night Watchling	1,584	16
Diggerling	2,420	26

- Helpers are purely optional; you can do all the work yourself if you wish. Only hire helpers if you really need them.
- You can't sell helpers after you purchase them, but you can send them home permanently; hover over them, select Menu (**X**), and select Send Home (**D**).
- If you choose to send them home, you can make this for the day or permanently. It is usually only worth firing a helper if you have no use for him.
- You can hire a maximum of five helpers, including multiple versions of each (for example, two Sprinklings and three Gatherlings).
- Only one helper of each type is recommended for most gardens, except for Diggerlings and Sprinklings.
- When a helper finishes his working day, he or she retires to the inn.
- Increase the hours your helper works by attempting one or both of the following: (1) Keep your helper happy—give them five (or more) coins using the "Give" option (**D**) in the main menu (**X**) if you target him or her (five coins increases a helper's Happiness meter by 25 percent); (2) purchase a helper house from Willy the Builder.
- Unhappy helpers are those that get stuck or trapped, or are whacked by your shovel. They will leave if you keep up that sort of behavior!
- Place gates and paths throughout your garden for the helpers to follow; start a path at the entrance to the village, on your garden's western edge.
- You unlock Achievement #41, "Helper Name Caller," if you target a helper, press **V**, and then press **A** to rename him or her.
- Watch those gates! Helpers open and close them, but Piñatas can get out!
- Also watch out for Sour Coadiles! They scare off helpers with their big teeth; tame one to prevent disruption in your helper services.



Sprinkling

Is there any sight more sad than a wilted flower, a dry shriveled plant drooping onto the parched ground? Well, you won't need to worry about that anymore—a Sprinkling will make sure everything stays damp.



A Sprinkling rains down water on a thirsty plant.

- A Sprinkling's job is to wander the garden and sprinkle water on any plant that needs it.
- She does this each day from six o'clock in the morning to eight o'clock at night.
- She can water all your plants as long as she isn't trapped or unhappy.

- Sprinklings are useful, as they allow you to ignore your plant-watering duties; but check on your plants anyway from time to time, just in case!
- Hiring a Sprinkling unlocks Achievement #33: Sprinkling.
- Plant all your seeds at around six or seven in the morning so they are instantly watered by a Sprinkling.
- Don't plant in the evening (unless you're watering them yourself) or your plants dry out.
- If you obtained the one-pour watering can from Ivor Bargain, then you don't need Sprinklings anymore!

Gatherling

Too many people rush around their gardens collecting this and selling that. When you have a Gatherling working for you, all that stress just melts away. She'll wander the garden and sell all your stuff. How can you afford to be without her?



A Gatherling scoops up some stuff to sell for you. Hey! No eating it!

- A Gatherling's job is to wander the garden and collect any items such as seeds, plants, flower heads, vegetables, and fruit. When she picks up an item, the correct selling price is automatically added to your coins total.
- She does this each day from nine o'clock in the morning to four o'clock in the afternoon.



- She is supposed to grab all your items, as long as she isn't trapped or unhappy.
- The Gatherling, however, occasionally scoffs your items instead of selling them.
- She can also cause you consternation by grabbing items you intend to keep (to romance or coax Piñatas, for example)!
- The Gatherling has problems selling produce, so don't expect your honey, milk, or wool to be sold. She also sometimes ignores items.
- It is usually better to sell stuff yourself.
- Hiring a Gatherling unlocks Achievement #35: Gatherling.

Weedling

Weedlings are naturally cheerful. They merrily kill any nasty weeds that might spoil your lovely garden.



A Weedling tends to your invasive weed problem with a cheerful grin!

- A Weedling's job is to wander the garden and contain the weeds you may have, keeping them under control.
- She does this each day from eight o'clock in the morning to five o'clock in the afternoon.
- Weedlings don't pick up or remove any weed seeds or weed heads; they only get fully grown plants. Therefore, it isn't really necessary to hire one.

- Hiring a Weedling unlocks Achievement #34: Weedling.



Watchling and Night Watchling

You've worked hard and built a garden to be proud of. The trouble is that so many things want to come in and mess your place up. Any Watchling worth his salt will keep all unwelcome guests out of your garden so you can look after the residents that you already attracted.



A Watchling in the undergrowth is checking the area for Ruffians.



A Night Watchling in the undergrowth is prowling the area for Sour Piñatas.

- A Watchling's job is to wander the garden, keeping pestering folk away—the Sour Piñatas and Ruffians.
- Watchlings work each day from three o'clock in the morning to three o'clock in the afternoon.
- Night Watchlings work each day from three o'clock in the afternoon to three o'clock in the morning.
- Watchlings tend to do their job well, and you won't have much trouble with pests.
- However, as an alternative, there's the Tower of Sour, or taming Sour Piñatas, which is a better way of dealing with these pests, and items from Ivor Bargain for dealing with Ruffians.
- Watchlings also sometimes scare away Wild Piñatas that are heading into your garden. This can be a real problem, so dismiss them if you're trying to attract new species and none are turning up.
- Hiring a Watchling is part of the Galagoogoo Resident requirements.
- Hiring a Watchling or a Night Watchling (it isn't necessary to hire both) unlocks Achievement #32: Watchling.



PIÑATA ISLAND
INHABITANTS

Diggerling

It takes a brave person to go underground, where it's dark and spooky, to look for treasure. Fortunately, Diggerlings have all the odds worked out and all the angles covered. They think so hard about the chances of finding the mother lode that they don't have time to be scared of the dark.



Ruining your garden in the name of a treasure hunt: Let's hope it's worth it!

- A Diggerling's job is to wander into the mine and dig for various items underground.
- Diggerlings work each day from seven o'clock in the morning to six o'clock in the evening.
- You must purchase the mine from Willy Builder (at Gardener Level 26 for 16,500 coins).
- The frequency and value of items dug up increases if you keep your

Diggerling happy—pay him in increments of five coins until he has a full Happiness meter.

- You can also improve a Diggerling's findings by placing a Lantern 'o' Loot (bought from Ivor Bargain at Gardener Level 14 for 220 coins) near the mine.
- Items dug from the mine include candy, coins, giant seeds, gold, gems, dirt, and a mysterious Dragonache egg.
- For more information, consult the "Special Building" section of the "Garden Goods" chapter.
- Hiring a Diggerling unlocks Achievement #31: Diggerling.

Part 3: Ruffian Minions

(in Order of Appearance)

RUFFIANS

Ruffians don't like learning things. In fact, they don't really want to use their brains at all. A Ruffian just likes eating, sleeping, and having fun. If you try to stop them, then they'll have fun with your stuff!

Notes

Level	Available From
1	Gardener Level 15 (Ruffian #1) Gardener Level 20 (Ruffian #2) Gardener Level 25 (Ruffian #3) Gardener Level 30 (Ruffian #4)



Ruffians are ne'er-do-wells who stomp across your beautiful garden without mercy. There are four types of Ruffians, and they enter your garden randomly, cause havoc, and then leave. They can be a major annoyance, especially if you're in the middle of a delicate spot of Piñata romancing. However, there are ways to deal with this menace.

Ruffian Behavior

- If you have helpers in your garden, beware! Ruffians can grab and steal them away from you; this occurs more frequently if helpers are consistently trapped. To prevent your helpers from being trapped, free up helpers and create good pathways and fencing.
- Ruffians cough up dirt if water is blocking their path (usually when they try to leave); don't be shocked if you see your pond with some new landfill in it.
- They love to dismantle your fences; buy stone walls or iron railings to combat this.
- They also leave gates open, which can let Piñatas escape. Close the gates quickly!
- The higher the Ruffian type, the more powerful he is.

Roughing up the Ruffian

- If you see Ruffians coming in (usually from the east), target them and give them some coins as they enter your garden. This stalls them, but they will come back.



- Whack them with an upgraded shovel, such as the one with the Dastardos Head on it (2,520 coins from Ivor Bargain).
- If you have a Mallowolf, direct it to howl at a Ruffian, scaring it off. You unlock Achievement #49, "Mallowolf Howl," too!
- When you reach Gardener Level 30, purchase the Captain's Cutlass for your garden (11,000 coins from Ivor Bargain). This stops Ruffians permanently. Ah, peace!



PROFESSOR PESTER (RUFFIAN BOSS)

I'm not sure what Pester is actually a professor of. I don't know where he studied, either. I do know he likes to make "evil" plans, and he hangs around with a lot of Ruffians, so I don't really want to get close enough to ask him.

Notes

Level	Available From
1	Gardener Level 20

The leader of the Ruffians is the despicable Professor Pester, a nasty piece of work whose jealousy goes unchecked until he strides into your garden at a random moment, employs all the same techniques as his Ruffian underlings, and carries a large rod with one purpose in mind: breaking your most expensive Piñata!



Professor Pester Behavior

- Professor Pester employs the Loathers, bomblike creatures that wait in all your Piñata romance mazes.
- He also employs the same destructive techniques as his Ruffian troops when he arrives in your garden.
- However, his real purpose is far more frightening: he usually heads to your most expensive Piñata and tries to smash it!

Picking on the Professor

- If Professor Pester is heading for your best Piñata, quickly grab a crate from the post office, pack the Piñata in it, and send it to yourself! Open the crate when the professor has gone.
- When you reach Gardener Level 30, purchase the Captain's Cutlass for your garden (11,000 coins from Ivor Bargain). This stops the professor permanently.

TIP



The Captain's Cutlass is the only item that halts both Professor Pester and all Ruffians from entering the garden.

3

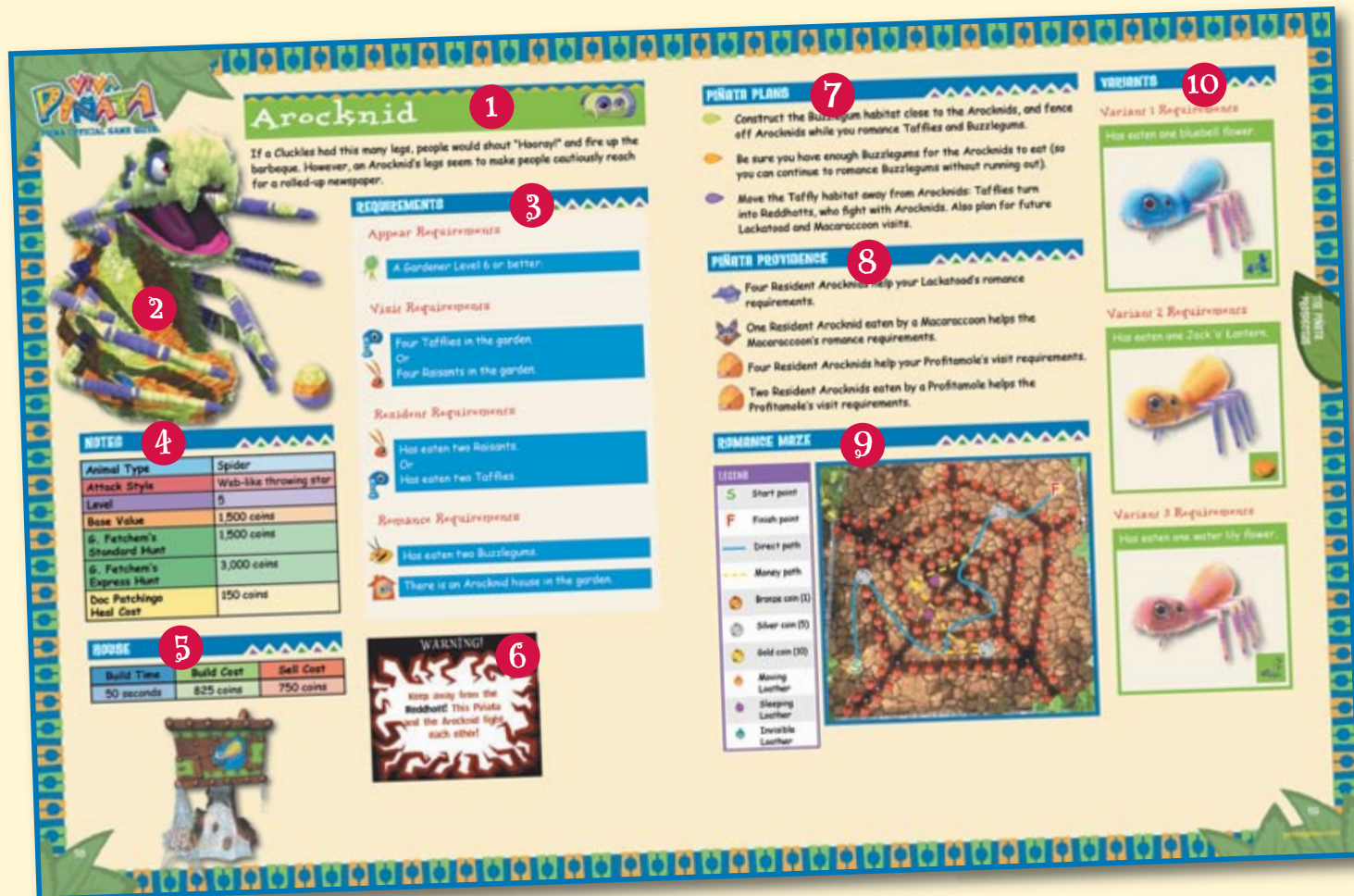
The Piñata Prospectus



Welcome, gardener, to your guide to rearing, romancing, beckoning, selling, and cultivating all the Piñata species available on Piñata Island! Check out the following information to discover all the Piñata-raising plans you need!

Part 1: The 60 Piñatas

The prospectus contains all the information you need on every Piñata you can attract to your Piñata Island garden. Here's what each section of the page means:



1 Name and description

Each Piñata is listed alphabetically, along with the in-game description, so you know what you're getting yourself into!

2 Piñata picture

Field photographers and sketch artists have worked tirelessly to provide an approximate visual representation of what this Piñata looks like!

3 Requirements

How to attract a Piñata and make it visit, reside, and romance in your garden.

4 Notes

A quick rundown of some important information:

Animal type: What real animal this Piñata is based on.

Attack style: What type of attack it throws at another Piñata.

Level: The level, from 1 to 10. Level 1 Piñatas appear first and are easy to look after. Level 10 Piñatas appear much later in your garden and are very difficult to look after. Check the level before raising a Piñata type!

Base value: This is the chocolate coin value of the Piñata when you sell it. Increase the Piñata's value by keeping it happy, buying accessories, romancing it, and keeping it in your garden for a long time.

G. Fetchem's hunts: How much it costs to hunt this Piñata. Choose between standard and express hunts. You can't ask Gretchen to hunt a Piñata you don't yet have as a resident, but this is a great way to get a second Piñata or a Piñata you need to feed to another Piñata!

Doc Patchingo heal cost: This is how much the doc charges to heal a sick Piñata, based on the value of your Piñata when it first arrives. If your Piñata has increased in value, the doc charges more—10 percent of your Piñata's value.

5 House

This is the dwelling you must build for the Piñatas to romance in. The statistics detail how long it takes Willy Builder to construct it, the building cost, and the cost of selling it to Costolot's store.

6 Warning!

This details any problems this Piñata may have playing nicely with other species. Don't mix Piñatas if they are going to clash, or it's candy explosion time!

7 Piñata Plans

Use these tactics to ensure your Piñata raising is as easy and stress-free as possible! All the tips, hints, and tactics are in this area.

8 Piñata Providence

This is what the future holds for your Piñata! Many Piñatas are tasty snacks for other, higher-level Piñatas, or they have a special ability; all this information is here.

9 Romance Maze

Every time you romance two Piñatas, you must complete a maze minigame; this section shows you the quickest route, and the various hazards to face (see following table).

10 Variants

Most Piñatas have different-colored variants, and this area tells you what item(s) the Piñata has to eat to change color.



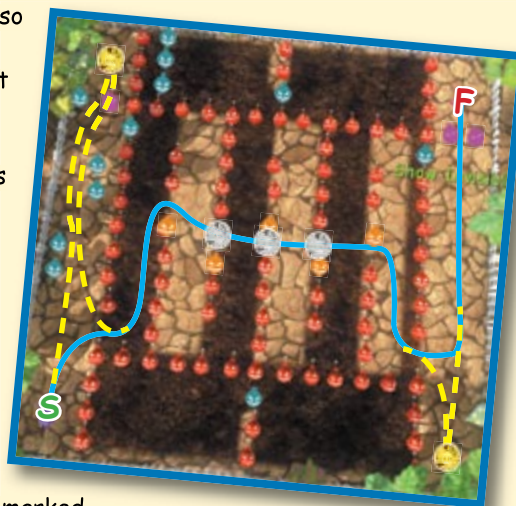
ROMANCE MAZE

ROMANCE MAZE LEGEND

S	Start point
F	Finish point
	Direct path
	Money path
	Bronze coin (1 chocolate coin)
	Silver coin (5 chocolate coins)
	Gold coin (10 chocolate coins)
	Moving Loather
	Sleeping Loather
	Invisible Loather

The Romance Maze isn't a great source of income, but there's a route showing the best path to take to claim all the coins. Also included is the quickest path to the Piñata. The maze shows the different types of Loather you encounter, too! Most of the Loathers are visible and stationary but as the Romance Mazes get more complicated you encounter Loathers that are moving, asleep, or even invisible!

When you see a moving Loather, you have to time its movements and skitter by when the path ahead is clear. A sleeping Loather will wake and explode if a Piñata races by too fast, so take it slow near the drowsy pests. Invisible Loathers are marked on the Romance Maze maps that you'll find with each Piñata entry, so study hard and you won't be surprised.



Part 2: Other Piñata Plans

The second part of this chapter reveals all the information on, the tactics to treat, and the special abilities of certain Piñatas that fall into the following categories: Domestic, Evolved, Flying, Nocturnal, and Sour.

What are you waiting for? Good gardening, and good luck!



Arocknid



If a Cluckles had this many legs, people would shout "Hooray!" and fire up the barbeque. However, an Arocknid's legs seem to make people cautiously reach for a rolled-up newspaper.



NOTES

Animal Type	Spider
Attack Style	Web-like throwing star
Level	5
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost	150 coins

HOUSE

Build Time	Build Cost	Sell Cost
50 seconds	825 coins	750 coins



REQUIREMENTS

Appear Requirements



A Gardener Level 6 or better.

Visit Requirements



Four Tafflies in the garden.



Or
Four Raisants in the garden.

Resident Requirements



Has eaten two Raisants.



Or
Has eaten two Tafflies.

Romance Requirements



Has eaten two Buzzlegums.



There is an Arocknid house in the garden.

WARNING!

Keep away from the Reddhott! This Piñata and the Arocknid fight each other!

PIÑATA PLANS

- Construct the Buzzlegum habitat close to the Arocknids, and fence off Arocknids while you romance Tafflies and Buzzlegums.
- Be sure you have enough Buzzlegums for the Arocknids to eat (so you can continue to romance Buzzlegums without running out).
- Move the Taffly habitat away from Arocknids: Tafflies turn into Reddhotts, who fight with Arocknids. Also plan for future Lackatoad and Macaracoon visits.

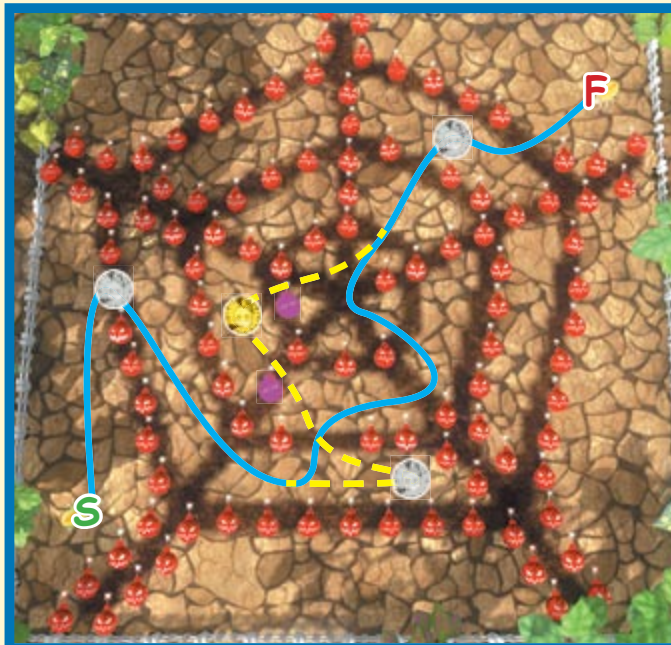
PIÑATA PROVIDENCE

- Four Resident Arocknids help your Lackatoad's romance requirements.
- One Resident Arocknid eaten by a Macaracoon helps the Macaracoon's romance requirements.
- Four Resident Arocknids help your Profitamole's visit requirements.
- Two Resident Arocknids eaten by a Profitamole helps the Profitamole's visit requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell flower.



Variant 2 Requirements

Has eaten one Jack 'o' Lantern.



Variant 3 Requirements

Has eaten one water lily flower.



Badgesicle



Does the Badgesicle have a certain part of its anatomy that can only be described as rough? Let's put it this way: if Badgesicles sat in trees, the branches would be so smooth, birds would slip off.



REQUIREMENTS

Appear Requirements



Have two nocturnal residents in the garden.

Visit Requirements



Have four nocturnal residents in the garden.

Resident Requirements



Has eaten one Newt.



Has eaten two pumpkins.

Romance Requirements



Has eaten one Squazzil.



Has eaten two tulip seeds.



There is a Badgesicle house in the garden.

NOTES

Animal Type	Badger
Attack Style	License plates
Level	5
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost	150 coins

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	825 coins	750 coins



WARNING!

Keep away from the Syrupent! This Piñata and the Badgesicle fight each other.

PIÑATA PLANS

- Badgesicles first need four nocturnal Piñata residents before they visit you. Nocturnal Piñatas are Fudgehogs, Galagoogoos, Mallo-wolves, Mothdrops, Pretztails, Profitamoles, and Sherbats.
- As soon as you have four nocturnal residents (which can be four of any of these Piñata types), concentrate on attracting Newtgats; you need water and Raisants for this.
- In order to continue to romance Badgesicles, have a plentiful supply of Squazzils; this means planting hazelnut seeds and harvesting the trees to attract them.

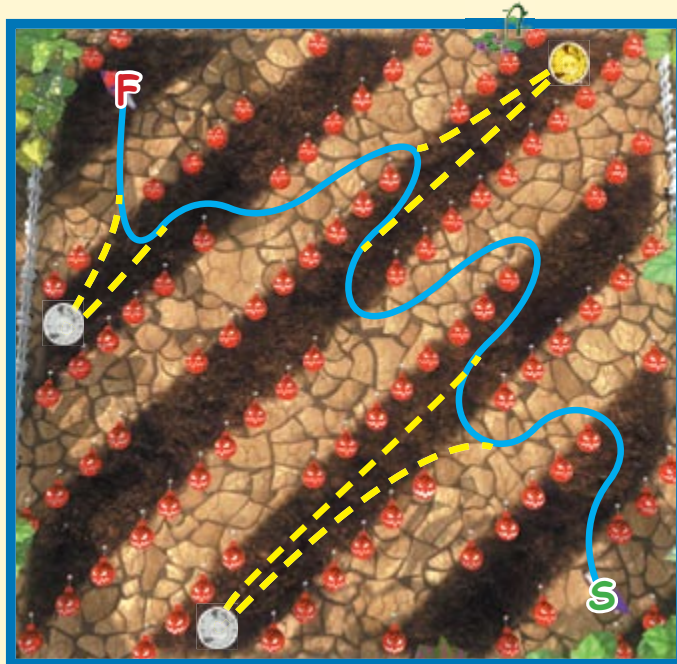
PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell flower.



Variant 2 Requirements

Has eaten one apple.



Variant 3 Requirements

Has eaten one jar of honey and one water lily flower.





Barkbark



The Barkbark is man's best friend. His qualities are loyalty, cheery disposition, obedience, and every now and then slobbery overfriendliness.

REQUIREMENTS

Appear Requirements



Reach Gardener Level 14; purchase from Paper Pets.

Visit Requirements



The Barkbark is a Domestic Piñata and doesn't visit; it is chosen by you!

Resident Requirements



The Barkbark is a Domestic Piñata and automatically resides when you buy one.

Romance Requirements



Has a collar.



Has eaten one bone.



There is a Barkbark house in the garden.

NOTES

Animal Type	Dog
Attack Style	Squeaky toy
Level	6
Base Value	2,100 coins
Paper Pets Piñata Price*	2,310 coins
Doc Patchingo Heal Cost	100 coins

*The Barkbark is a Domestic Piñata and isn't caught; it is bought!

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	1,155 coins	1,050 coins



WARNING!



PIÑATA PLANS

- The first opportunity to own a Barkbark comes when you reach Gardener Level 14. Purchase two of them from Paper Pets, then request that Willy build the house.
- Next, buy two spiked collars from Paper Pets, one for each Barkbark. Then purchase two bones from the produce department at Costolot's store.
- Be sure you fence in your Barkbarks, especially if you're planning on raising some Kittyflosses and the mighty Roario!

PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one banana split (tinkered banana).



Variant 2 Requirements

Has eaten one poison ivy flower.



Variant 3 Requirements

Has eaten one bottle of medicine (tinkered honey).





Bonboon



Red is nature's warning color. Danger! Beware! So, perhaps the Bonboon eats a lot of curried beans?

REQUIREMENTS

Appear Requirements



Have a tamed Bonboon resident in the garden.

Visit Requirements



Have one monkeynut tree in the garden.



Have one banana tree in the garden.

Resident Requirements



Has eaten seven bananas.



Has eaten seven monkeynuts.



Have one monkeynut tree grown in the garden.



Have one banana tree grown in the garden.

Romance Requirements



Has eaten three Jameleons.



There is a Bonboon house in the garden.

NOTES

Animal Type	Mandrill
Attack Style	Coconuts
Level	8
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost	360 coins

HOUSE

Build Time	Build Cost	Sell Cost
75 seconds	1,980 coins	1,800 coins



WARNING!

Keep away from the Cinnamonkey! This Piñata and the Bonboon fight each other.

PIÑATA PLANS

- You must be Gardener Level 35 for the Sour Bonboon to appear. Tame a Sour Bonboon by ensuring it loses a fight against a Fourheads, Syrupent, or Twingersnap.
- It then becomes tame, and you can wait for another to arrive or send Gretchen out to fetch one. While you wait, plant several banana and monkeynut trees, and fertilize.
- You must attract five types of Flutterscotch, who attract Jameleons. Feed six Jameleons to the two Bonboons you wish to romance. Fence in the Jameleons so they don't run.

PIÑATA PROVIDENCE



The Bonboon has a special ability: If you target two Piñatas that are about to fight and usher the Bonboon toward them before they start throwing their projectiles, the Bonboon does a dance and stops the fight!

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one orchid flower.



Variant 2 Requirements

Has eaten one bluebell flower.



Variant 3 Requirements

Has eaten one watercress seed and one bird-of-paradise seed.



NOTE

For information on the Sour Bonboon, consult the "Sour Piñatas" section of this chapter.

Bunnycomb

Vets call them Bunnycombs, animal lovers call them bunnies, farmers call them vermin. Hungry creatures may even call them dinner.

REQUIREMENTS

Appear Requirements



A carrot in the garden.

Visit Requirements



A carrot in the garden.

Resident Requirements



Have 40 square pinometers of grass (4 percent).



Has eaten three carrots.

Romance Requirements



Has eaten one daisy.

Or

Has eaten one buttercup.



Have 60 square pinometers of grass (6 percent).



There is a Bunnycomb house in the garden.

NOTES

Animal Type	Rabbit
Attack Style	Top hats
Level	3
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost	60 coins

HOUSE

Build Time	Build Cost	Sell Cost
30 seconds	330 coins	300 coins



WARNING!

Keep away from the Pretztail (especially the wild ones)! This Piñata will eat the Bunnycomb.

PIÑATA PLANS

- The carrot is one of your first seeds; ask Seedos if Leafos doesn't give you one. Then plant carrots. For six coins (three carrots), you can get a 300-coin return selling a Bunnycomb!
- After selling Bunnycombs to make money, romance them. As your population grows, fence them in securely, as nighttime Pretztails love to eat them up!
- The variants are difficult to get, as the seeds you need aren't available until Gardener Levels 10 (pumpkin), 14 (gooseberry), and 18 (water lily).

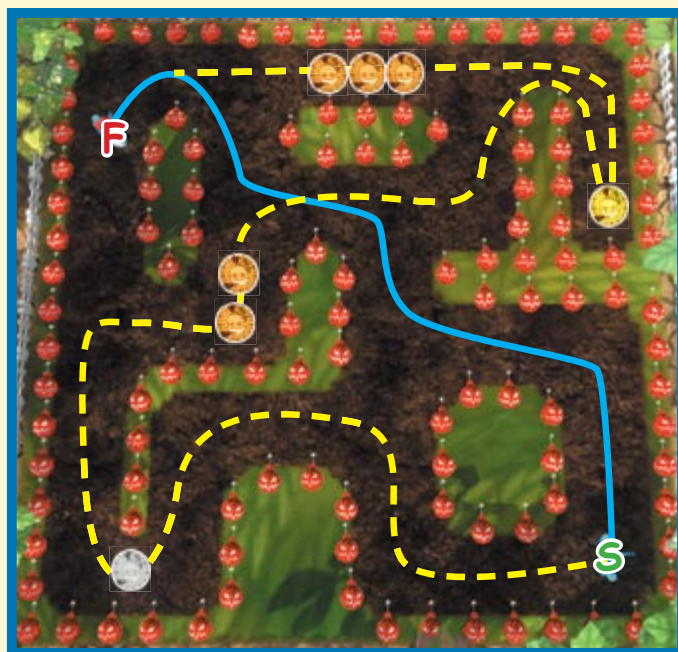
PIÑATA PROVIDENCE

- One Resident Bunnycomb eaten by a Mallowolf helps the Mallowolf's romance requirements.
- One Resident Bunnycomb (or one Resident Cluckles) helps your Pretztail's visit requirements.
- One Resident Bunnycomb (or one Resident Cluckles) eaten by a Pretztail helps the Pretztail's resident requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one gooseberry seed.



Variant 2 Requirements

Has eaten one pumpkin.



Variant 3 Requirements

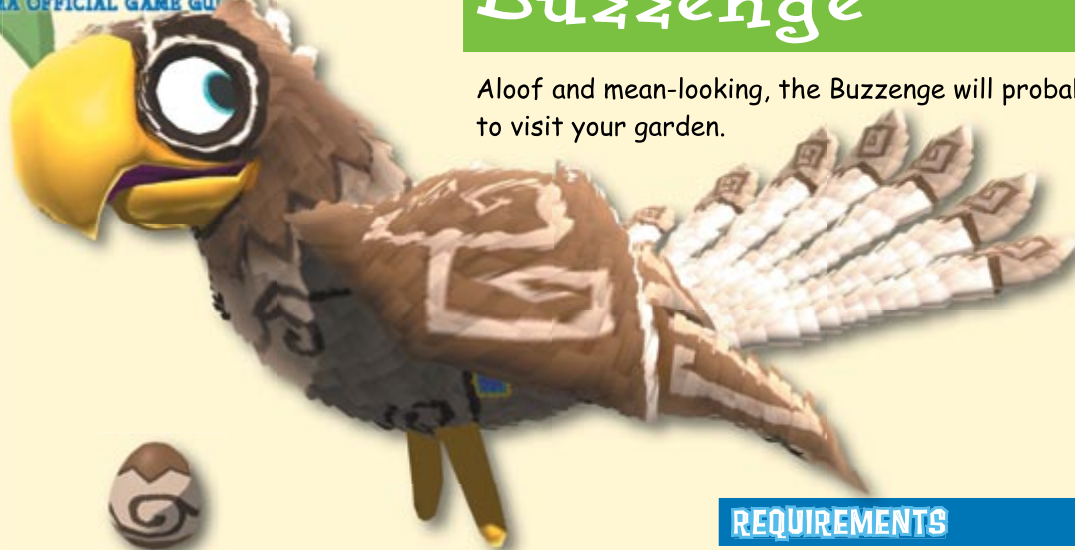
Has eaten one water lily flower.



Buzzenge



Aloof and mean-looking, the Buzzenge will probably be the first bird of prey to visit your garden.



NOTES

Animal Type	Buzzard
Attack Style	Flamenco fans
Level	6
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost	210 coins

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	1,155 coins	1,050 coins



REQUIREMENTS

Appear Requirements



Have a Candary in the garden.

Visit Requirements



Have five Candaries in the garden.

Resident Requirements



Have one fir tree in the garden.



Has eaten three Candaries.

Romance Requirements



Has eaten two Pudgeons.



Has eaten two Sparrowmints.



There is a Buzzenge house in the garden.

WARNING!

The Buzzenge doesn't dislike any type of Piñata but will be attacked constantly by the Eaglair.

PIÑATA PLANS

- After you evolve two Sparrowmints (they each eat a buttercup to become a Candary), romance them using yellow Flutterscotches, then use romance candy.
- Plant a fir tree seed; give it bonus growth using special fertilizer (cheaper than brown). Continue Candary-romancing until a Buzzenge resides. This may take days of in-game time.
- Use Gretchen to find another Buzzenge. Purchase Pudgeons from Paper Pets. As you romance, beware of Eaglairs; expect constant attacks from these larger birds.

PIÑATA PROVIDENCE



Four Resident Buzzenges eaten by an Eaglair helps the Eaglair's residence requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bottle of medicine (tinkered honey).



Variant 2 Requirements

Has eaten one bluebell seed.



Variant 3 Requirements

Has eaten one buttercup flower.



Buzzlegum



Why do Buzzlegums make honey? I think it's a bribe so we'll be their friends. I mean, without the delicious, sweet honey, you're left with nothing more than a fat wasp.



NOTES

Animal Type	Bumblebee
Attack Style	Honeycomb
Level	4
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost	100 coins

HOUSE

Build Time	Build Cost	Sell Cost
30 seconds	550 coins	500 coins



REQUIREMENTS

Appear Requirements



Have two buttercups in the garden.

Visit Requirements



Have four buttercups in the garden.

Resident Requirements



Have six buttercups in the garden.

Romance Requirements



Has eaten any two pieces of fruit.



There is a Buzzlegum house in the garden.

WARNING!



NOTE



For all information on the honey hive, consult the "Garden Goods" chapter.

PIÑATA PLANS

- Buzzlegums are among the first Piñatas you can attract. Simply sow six buttercup seeds and wait. Construct the home away from any Raisants you may be rearing.
- Buzzlegums are sold for a good sum, considering how easy they are to romance. They can also automatically generate income if you get them to produce honey in the hive.
- Variants are tricky: honey (tinkered to make Medicine at Gardener Level 11), gem seed (Gardener Level 34), and Venus Piñata trap flower (Gardener Level 16) all need experience.

PIÑATA PROVIDENCE

- The Buzzlegum is a produce-making Piñata. Resident Buzzlegums produce honey after Willy Builder constructs a honey hive.
- Two Resident Buzzlegums eaten by an Arocknid helps the Arocknid's romance requirements.
- One Resident Buzzlegum eaten by a Dragumfly helps the Dragumfly's romance requirements.

VARIANTS

Variant 1 Requirements

Has eaten one bottle of medicine (tinkered honey).



Variant 2 Requirements

Has eaten one gem tree seed.



Variant 3 Requirements

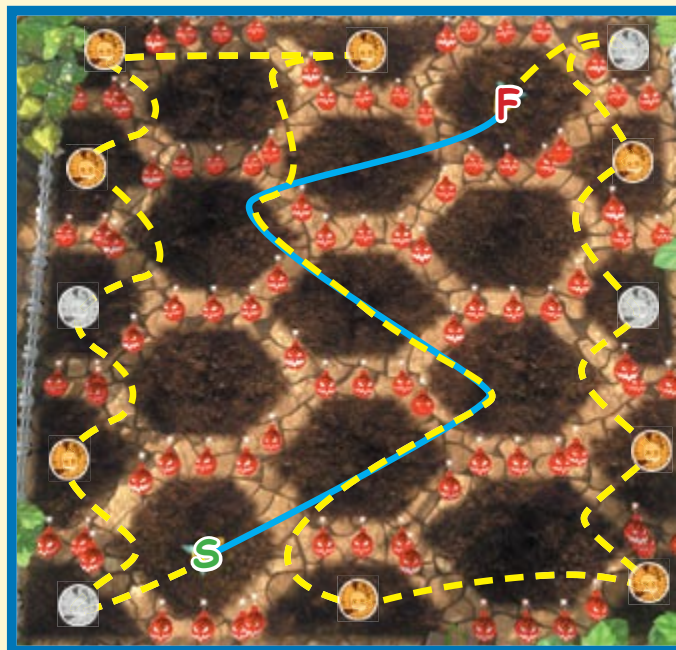
Has eaten one Venus Piñata trap flower.



ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



Candary



Not only is the Candary small and yellow, but it can "detect" poison gas in mines. Not only pretty but practical too.

REQUIREMENTS

Appear Requirements



A Candary is an Evolved Piñata. It only appears and visits when you evolve it from a Sparrowmint.

Resident Requirements



You have one Sparrowmint in the garden.



You feed the Sparrowmint a buttercup flower.

Romance Requirements



Has eaten one yellow Flutterscotch.



There is a Candary house in the garden.

NOTES

Animal Type	Canary
Attack Style	Musical notes
Level	3
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost	60 coins

HOUSE

Build Time	Build Cost	Sell Cost
30 seconds	330 coins	300 coins



WARNING!

The Candary doesn't dislike any type of Piñata but will be sometimes attacked by the Buzzenge.

NOTE

For all information on the mine, consult the "Garden Goods" chapter.

PIÑATA PLANS

- Evolve Sparrowmints into Candaries immediately, and sell them for double the profit. All variants aren't available until Gardener Level 18 (when you can buy the water lily seed).
- Be sure you evolve white Flutterscotches into yellow variants to begin Candary romancing. Then continue until you have the Master Romancer Award.
- Candaries are necessary for Buzzenges to arrive. Continue to romance and sell Candaries. Don't forget to accessorize one with a Gas Mask for improved mine treasure!

PIÑATA PROVIDENCE

- One Resident Candary helps your Buzzenge's appearance requirements.
- Five Resident Candaries help your Buzzenge's visit requirements.
- Three Resident Candaries eaten by a Buzzenge helps the Buzzenge's romance requirements.
- One Resident Candary helps your Chippopotamus' romance requirements.
- A Candary Master Romancer Award (previously have had seven Candaries at once in your garden) helps your Chippopotamus' romance requirements.
- Attaching a Gas Mask (nose accessory from Paper Pets) allows a Candary to enter the mine and improve Diggerling treasure-locating.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell flower.



Variant 2 Requirements

Has eaten one water lily seed.



Variant 3 Requirements

Has eaten one Gooseberry Fool (tinkered gooseberry).





Chewnicorn



Symbolizing purity, this mythical creature can only be seen by innocent maidens. It is one of the most beautiful creatures...probably, if I could see it.

REQUIREMENTS

Appear Requirements



Have earned Horstachio Master Breeder award (seven Horstachios in the garden at once).

Visit Requirements



Have a gem tree in the garden.

Resident Requirements



Has eaten 15 gems.



Have a full-grown gem tree in the garden.

Romance Requirements



Has eaten three rainbow gems.



There is a Chewnicorn house in the garden.

NOTES

Animal Type	Unicorn
Attack Style	Shower of stars
Level	9
Base Value	4,500 coins
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost	450 coins

HOUSE

Build Time	Build Cost	Sell Cost
90 seconds	2,475 coins	2,250 coins

WARNING!

Keep away from the Zumbug! This Piñata and the Chewnicorn fight each other.



PIÑATA PLANS

- Purchase a Ponocky from Paper Pets. Follow the Horstachio requirements, and make sure your Gardener Level is 34 or more to purchase gem seeds (248 coins) from Ivor Bargain.
- Grow a gem tree, and either harvest the gems for Chewnicorn residency, or buy gems (at 360 coins each) from Ivor Bargain, or both. When romancing, tinker the gems into Rainbow Gems.
- Keep a Chewnicorn around to heal sick Piñatas for free. Make sure you watch them climb the gem tree. The variants are very easy to obtain.

PIÑATA PROVIDENCE

- Chewnicorns can't get enough of those scrumptious gems! Sometimes they climb gem trees to chow down.
- Target a sick Piñata and direct the Chewnicorn to it; it heals the Piñata free of charge, negating the need for Doc Patchingo. Achievement #46: Chewnicorn Healing.
- One Resident Chewnicorn in your garden helps the Galagoogoo's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell flower and one water lily flower.



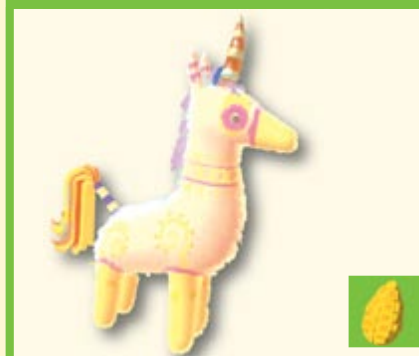
Variant 2 Requirements

Has eaten one water lily seed.



Variant 3 Requirements

Has eaten one ear of corn.




Chippopotamus




Chippopotami must have the worst glands in the entire animal kingdom. I mean, they don't eat a lot, not really, but you never see a slim one.




REQUIREMENTS

Appear Requirements


 Have 400 square pinometers of water (40 percent).




Visit Requirements

 Have 500 square pinometers of water (50 percent).

 Have 14 water lily plants in the garden.
Or
 Have 14 watercress plants in the garden.
Or
 Have 14 bullrush plants in the garden.

Resident Requirements

 Have 600 square pinometers of water (60 percent).


 Has eaten 10 water lily flowers.
Or
 Has eaten 10 watercress flowers.
Or
 Has eaten 10 bullrush heads.

Romance Requirements

 Have earned a Candary Master Breeder award (seven Candaries at once).

 Have one Candary in the garden.

 Has eaten four bird-of-paradise flowers.

 Have 700 square pinometers of water (70 percent).

 There is a Chippopotamus house in the garden.

NOTES

Animal Type	Hippopotamus
Attack Style	Mud pies
Level	8
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost	360 coins

HOUSE

Build Time	Build Cost	Sell Cost
80 seconds	1,980 coins	1,800 coins



PIÑATA PLANS

- Attract other Piñatas that like water (like the Dragumfly, Lickatoad, and Newtgat). Chippopotami need bird-of-paradise flowers; these flowers aren't available until you reach Gardener Level 31.
- When choosing a water plant, you only need one variety; watercress seeds are cheapest (13 coins), while water lily seeds (33 coins) and bullrush seeds are more expensive (62 coins).
- Romance over seven Candaries beforehand; complete the Buzzenge and Eaglair visiting requirements (in another garden). You only need one Candary present here.

PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



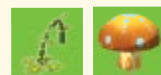
WARNING!

The Chippopotamus doesn't dislike any type of Piñata but will sometimes accidentally squash smaller ones, lessening their Happiness. Try to avoid this by separating smaller Piñatas from the Chippopotamus with fences. Because smaller flying Piñatas can't be contained with fences, you must manually move them.

VARIANTS

Variant 1 Requirements

Has eaten one watercress flower and one Mushroom (tinkered toadstool).



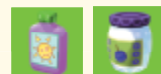
Variant 2 Requirements

Has eaten one water lily seed and one bird-of-paradise flower.



Variant 3 Requirements

Has eaten one bottle of Medicine (tinkered honey) and one pot of Jam (tinkered blackberry).



Cinnamonkey



Everyone loves Cinnamonkeys with their cheeky faces and mischievous tricks. The more Cinnamonkeys the better, and the very best thing is to take a barrel and quite literally stuff it with the little tricksters. Great.

NOTES

Animal Type	Monkey
Attack Style	Banana skins
Level	7
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost	280 coins

HOUSE

Build Time	Build Cost	Sell Cost
70 seconds	1,540 coins	1,400 coins



REQUIREMENTS

Appear Requirements



Have a monkeynut tree in the garden.

Visit Requirements



Have a fully grown monkeynut tree in the garden.

Resident Requirements



Have three fully grown trees in the garden.



Has eaten eight monkeynuts.

Romance Requirements



Is wearing a fez.



Has eaten four bananas.






There is an Cinnamonkey house in the garden.

WARNING!

Keep away from the Bonboon! This Piñata and the Cinnamonkey fight each other.

PIÑATA PLANS









-  Fulfill your requirements at Gardener Level 26, when bananas are first available. Plant a monkeynut tree at Gardener Level 20, gather eight nuts, and leave them on the ground.
-  The three fully grown trees don't need bonus growth (only proper watering) and can be of any variety. However, monkeynut and banana are recommended for requirement purposes.
-  Buy the fez from Paper Pets (180 coins; Gardener Level 19). Remember you need two, and a load of bananas! Also try watering Cinnamonkeys; cheaper than happy candy!

PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

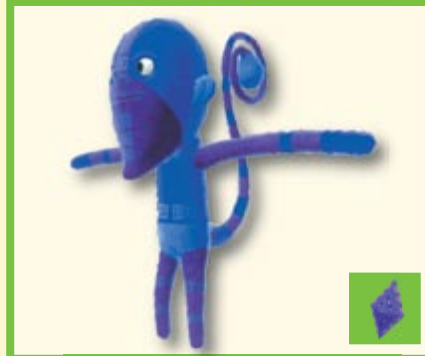
Variant 1 Requirements

Has eaten one chili.



Variant 2 Requirements

Has eaten one blackberry seed.



Variant 3 Requirements

Has eaten one water lily flower.





Cluckles

Right from the beginning, scrambled, boiled, or fried; then there's the cute fluffy bit (ahhh); then we dive back into roast, boiled, or fried. How can there be any left?

NOTES

Animal Type	Chicken
Attack Style	Drumsticks
Level	4
Base Value	1,000 coins
Paper Pets Piñata Price*	1,100 coins
Doc Patchingo Heal Cost	100 coins

*The Cluckles is a domestic Piñata and isn't caught; it is bought!

HOUSE

Build Time	Build Cost	Sell Cost
40 seconds	550 coins	500 coins



REQUIREMENTS

Appear Requirements



Reach Gardener Level 8; purchase from Paper Pets.

Visit Requirements



The Cluckles is a domestic Piñata and doesn't visit; you choose it.

Resident Requirements



The Cluckles is a domestic Piñata and automatically resides when you buy one.

Romance Requirements



Has eaten one ear of corn.



Has eaten one pumpkin seed.



There is a Cluckles house in the garden.

WARNING!

The Cluckles is afraid of, runs away from, and will be eaten by the Pretztail.

PIÑATA PLANS

- Cluckles are bought from Paper Pets (Gardener Level 8); purchase two, then romance them quickly. Use them to hatch any eggs that other Piñatas (or Cluckles) have acquired.
- Fence off their enclosure to ensure that Pretztails don't eat them during the night.
- The green variety requires an oak seed which is difficult to obtain (Gardener Level 37).
- A Cluckles quickly hatches a Dragonache egg; employ the Cluckles as soon as you find the egg!

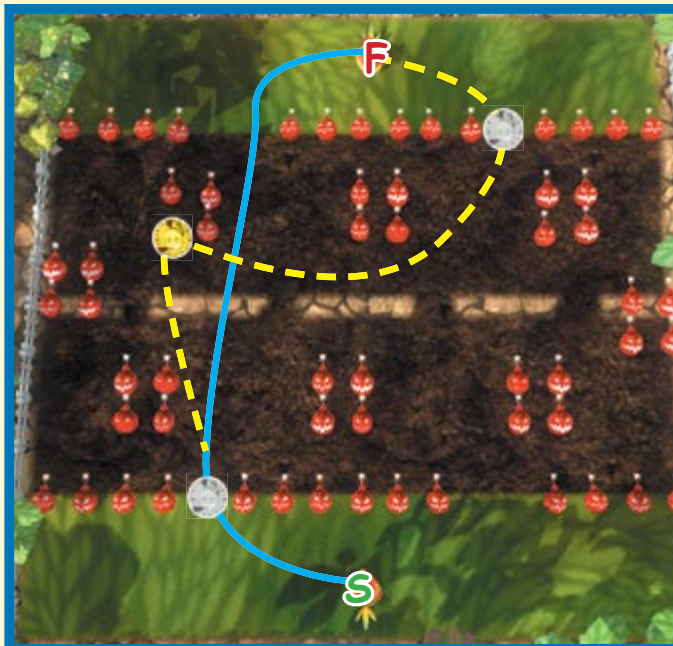
PIÑATA PROVIDENCE

- One Resident Cluckles (or one Resident Bunnycomb) helps your Pretztail visit requirements.
- One Resident Cluckles (or one Resident Bunnycomb) eaten by a Pretztail helps the Pretztail's resident requirements.
- One Resident Cluckles eaten by a Macaraccoon helps the Macaraccoon's resident requirements.
- Direct a Cluckles to an egg (of any Piñata, but probably not a Pretztail's), and it hatches it almost instantly! This unlocks Achievement #44: Cluckles Hatches Egg.
- When you find the fabled Dragonache's egg, let the Cluckles sit on it to hatch it.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell seed.



Variant 2 Requirements

Has eaten one oak tree seed (acorn).



Variant 3 Requirements

Has eaten one bottle of Medicine (tinkered honey).



Cocoadile

After some soothing, the Cocoadile's lethal snout becomes home to nature's widest grin.



NOTES

Animal Type	Crocodile
Attack Style	False teeth
Level	6
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost	210 coins

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	1,155 coins	1,050 coins



REQUIREMENTS

Appear Requirements



Have a Cocoadile resident in the garden.

Visit Requirements



Have 160 square pinometers of water (16 percent).



Have five Quackberry residents in the garden.

Resident Requirements



Have 190 square pinometers of water (19 percent).



Has eaten three Quackberries.

Romance Requirements



Have 220 square pinometers of water (22 percent).



Has eaten two Juicygeese.



Has Bling Teeth.



There is a Cocoadile house in the garden.

PIÑATA PLANS

- Tame a Sour Coadile first. At Gardener Level 28, the Sour Coadile appears and visits. Have 22 percent pinometers of water, and feed it two Swananas and a Sweettooth.
- As you tame your first Coadile, be sure you're also raising Quackberries (but don't raise them with Swananas or they fight!). Buy the Bling Teeth from Paper Pets.
- Keep four Quackberries and evolve them into Juicygeese, but only after you have two resident Coadiles and don't need any more Quackberries; the two bird species also fight!

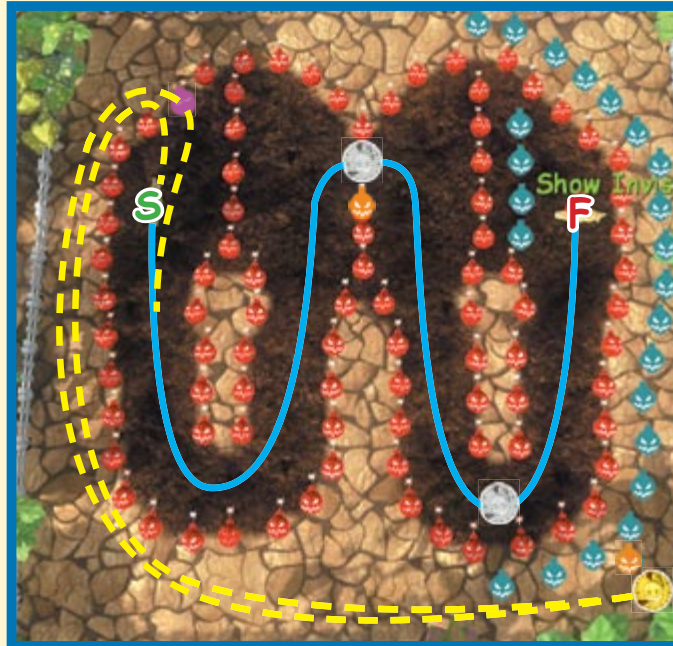
PIÑATA PROVIDENCE

- The Coadile has a special ability! If you target one and direct it to a plant, it weeps on it; its tears act as a fertilizer for bonus growth. This isn't as straightforward as buying fertilizer, but it's cheaper and unlocks Achievement #45: Coadile Tears.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell flower.



Variant 2 Requirements

Has eaten one water lily seed.



Variant 3 Requirements

Has eaten one buttercup seed.



NOTE

For information on the Sour Coadile, consult the "Sour Piñatas" section of this chapter.

Crowla



When you see the Crowla, think less "dark, sinister, grave robber" and more "garbage collector." It may stop that shiver tickling your spine.



NOTES

Animal Type	Crow
Attack Style	Tombstones
Level	5
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost	150 coins

HOUSE

Build Time	Build Cost	Sell Cost
50 seconds	825 coins	750 coins



REQUIREMENTS

Appear Requirements



Have a Resident Crowla in the garden.

Visit Requirements



Have four Resident Lickatoads in the garden.

Resident Requirements



Has eaten two Lickatoads.

Romance Requirements






Has eaten two Shellybeans.

There is a Crowla house in the garden.


NOTE

For information on the Sour Crowla, consult the "Sour Piñatas" section of this chapter.

PIÑATA PLANS











-  Tame a Sour Shellybean first. At Gardener Level 15, the Sour Crowla appears and visits. Buy a birdbath (330 coins from Costolot's) and leave Medicine (tinkered honey) to tame it.
-  When it becomes tame, feed it Lickatoads and Shellybeans until it romances. For the pink and orange variants, you must be Gardener Levels 18 and 31, respectively.
-  A tamed Crowla can stall Dastardos from reaching a sick Piñata by distracting him. This unlocks Achievement #48: Crowla Delay.

PIÑATA PROVIDENCE

-  The Crowla has a special ability! Send the Crowla to distract Dastardos as he floats in to smash a sick Piñata, hopefully giving Doc Patching more time.

ROMANCE MAZE

LEGEND

-  Start point
-  Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one water lily flower.



Variant 2 Requirements

Has eaten one bird-of-paradise flower.



Variant 3 Requirements

Has eaten one bluebell seed.





Doenut

This animal is fast and flighty, not the sort of animal that you'd expect to get caught and eaten. Unfortunately, the horns on its head pick up T.V. signals and transmit them straight to its brain, a lethal distraction.



NOTES

Animal Type	Deer
Attack Style	Antlers
Level	6
Base Value	2,100 Coins
G. Fetchem's Standard Hunt	2,100 Coins
G. Fetchem's Express Hunt	4,200 Coins
Doc Patchingo Heal Cost	210 coins

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	1,155 Coins	1,050 Coins



REQUIREMENTS

Appear Requirements:



Have 400 square pinometers of grass (40 percent).

Or



Have 60 square pinometers of grass (six percent).

Visit Requirements:



Have 60 square pinometers of grass (six percent).



Have 10 blackberries in the garden.

Or



Have 10 gooseberries in the garden.

Resident Requirements:



Has eaten six blackberries.

Or



Has eaten six gooseberries.



You have 80 square pinometers of grass (eight percent).

Romance Requirements:



Has eaten one sunflower.



Has eaten one tulip.



Have 100 square pinometers of grass (ten percent).



There is a Doenut house in the garden.

PIÑATA PLANS

- When you're first attracting Doenuts to your garden, plant all the necessary items needed at one time; 10 percent long grass, the gooseberries or blackberries, the sunflowers, and the tulips.
- The color variants are easy to obtain, and you should try to raise Doenuts at the same time as you're evolving Horstachios into Zumbugs, and have these species co-existing.
- A good tactic is to wait until gardener level 38 when you attract the Roario and raise both species, fulfilling all the Roario's requirements at the same time.

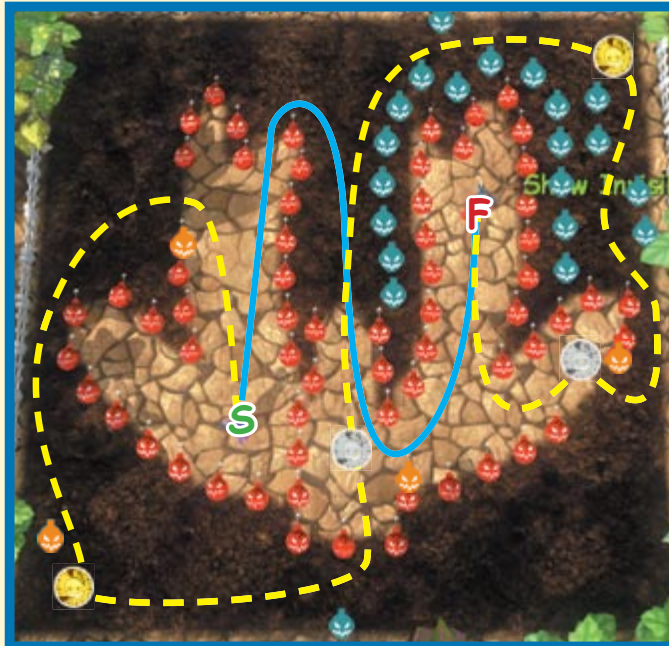
PIÑATA PROVIDENCE

- Eight Resident Doenuts helps your Roario Visit Requirements.
- Two Resident Doenuts eaten by a Roario helps its Resident Requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one oak tree seed.



Variant 2 Requirements

Has eaten one thistle flower and one gooseberry fool (Tinkered gooseberry).



Variant 3 Requirements

Has eaten one jack 'o' lantern and one ear of corn.



Dragonache



The ground shakes as it moves, the trees quiver when it roars, its breath can scorch the earth. Truly incredible but utterly terrible, and all the more desirable for it.

REQUIREMENTS

Resident Requirements (Egg)



Egg randomly obtained during mine excavations using Diggerlings.

Resident Requirements (Immature)



Direct a Cluckles onto the egg and watch it hatch!

Resident Requirements (Mature)



Has eaten one bottle of milk.



Has eaten one snapdragon flower.



Has eaten one Dragumfly.



Has eaten one Reddhott.



Has eaten one Salamango.

NOTES

Animal Type	Dragon
Attack Style	Fireballs
Level	11
Base Value	11,000 coins
G. Fetchem's Standard Hunt	Gretchum fetches your Dragonache back for you at no cost.
Doc Patchingo Heal Cost	N/A—the Dragonache cannot become sick! It is indestructible.

HOUSE

The Dragonache does not have a habitat. It roams where it pleases.

NOTE

The egg's location affects the color of the Dragonache (see variants below).

PIÑATA PLANS

- Before building a mine, be sure you can easily access a Dragumfly, a Reddhott, and a Salamango. Then construct the mine and a helper house.
- Hire around four Diggerlings, and pay them to keep them happy (around 200-300 coins each). Add a Candary with a Gas Mask and a Lantern of Loot.
- With these tactics, you should receive an egg in two to three days, although this is random! Place it based on what color you want it, then use a Cluckles to hatch it.

PIÑATA PROVIDENCE

- This Piñata doesn't help attract any other Piñata types to your garden.
- Dismiss the Dragonache with ✕, and retrieve it at Gretchen Fetchem's without charge.
- The Dragonache is a mythical creature with many special abilities:
 - The Dragonache egg cannot be broken.
 - It cannot be sold to Costolot's store.
 - It cannot become sick.
 - It cannot be broken.
 - It cannot be romanced or live in a house.
 - It cannot be packed and sent to Piñata Central.
 - It cannot be sent to your friends or traded.
 - It doesn't like wearing accessories.
 - You can only raise one Dragonache per profile.

WARNING!

Dragonaches' Happiness rating must be over 50 percent, or they fight any other Piñatas.

NOTE

Legend has it that a Dragonache hatched on sand is yellow in color, and one hatched on snow is pure white!

VARIANTS

Variant 1 Requirements

Has hatched on cracked earth.



Variant 2 Requirements

Has hatched on soil.



Variant 3 Requirements

Has hatched in or near water.



Variant 4 Requirements

Has hatched on grass or long grass.



Dragumfly



The Dragumfly is a master of flight. It can hover over or skim the water, which is even more amazing when you consider how large it is. A little known fact is that its four wings and "Tally Ho!" call inspired 1940s pilots.

REQUIREMENTS

Appear Requirements



Have Gardener Level 26 or better.

Visit Requirements



Have 150 square pinometers of water (15 percent).

Resident Requirements



Have 200 square pinometers of water (20 percent).



Have 12 bullrushes in the garden



Has won a fight against a Reddhott.

Romance Requirements



Have 250 square pinometers of water (25 percent).



Has eaten one Raisant.



Has eaten one Buzzlegum.



Has eaten one snapdragon flower.



There is a Dragumfly house in the garden.

NOTES

Animal Type	Dragonfly
Attack Style	Helicopters
Level	7
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost	280 coins

HOUSE

Build Time	Build Cost	Sell Cost
70 seconds	1,540 coins	1,400 coins



PIÑATA PLANS

- By the time a Dragumfly arrives, your Gardener Level is high enough that you can obtain all the necessary plants and animals it needs to reside and romance.
- Dig the 250 square pinometers of water immediately, rather than increasing it in steps. Check the Garden Area of your Journal to see how much you've dug.
- Dragumflies and Reddhotts dislike each other; instead of raising Reddhotts, raise Tafflies and evolve them into Reddhotts when you want a Dragumfly to romance.

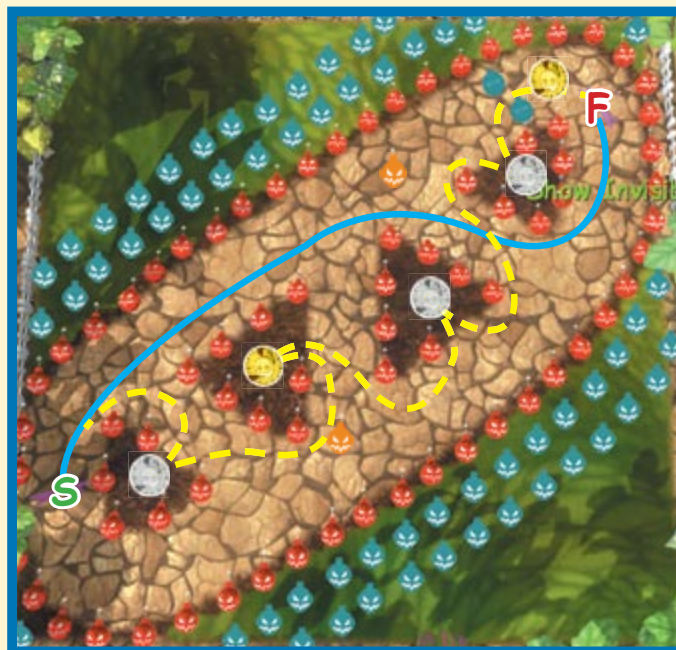
PIÑATA PROVIDENCE

- One Resident Dragumfly eaten by a Dragonache helps its maturing requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell seed.



Variant 2 Requirements

Has eaten one pumpkin.



Variant 3 Requirements

Has eaten one poison ivy flower.



Eaglair



The mightiest of the birds of prey, the Eaglair has earned respect through its natural nobility, tempered strength, and thumping great talons.



NOTES

Animal Type	Eagle
Attack Style	Binoculars
Level	9
Base Value	4,500 coins*
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost	450 coins

* Variant colors have a base value of 100 coins.

HOUSE

Build Time	Build Cost	Sell Cost
90 seconds	2,475 coins	2,250 coins



REQUIREMENTS

Appear Requirements



Have Gardener Level 33 or better.

Visit Requirements



Have five different species as residents in the garden.

Resident Requirements



Have a fully grown oak tree in the garden.



Have eaten four Buzzenges.



Have 15 different species as residents in the garden.

Romance Requirements



Have eaten three Sweetooths.



Have two fully grown oak trees in the garden.



There is an Eaglair house in the garden.

NOTE

Eaglair variants have a base value of 100 coins, not 4,500 coins, which is bad for selling!

PIÑATA PLANS

- Begin to romance Buzzenges as you near Gardener Level 37 so you can easily obtain the appearance and resident requirements (grow two oak trees as soon as possible).
- Eaglair's have no trouble eating Buzzenges; your task is to keep the Buzzenge population up so enough are available for the Eaglair's. Use Gretchen if necessary.
- Fifteen different Resident Piñata species is difficult, so vary your garden (add ponds, long grass, and many varieties of plant life), and use Gretchen to hunt the last few species.

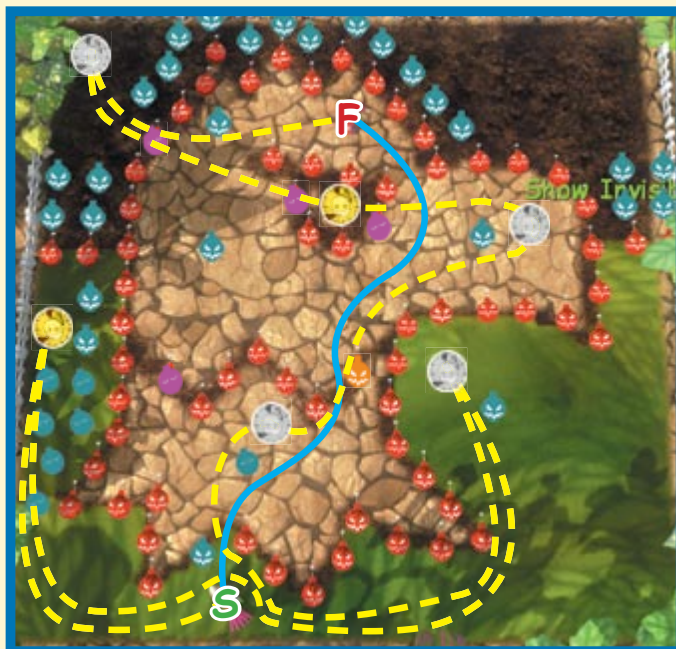
PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



TIP

If Eaglair's are eating all your Buzzenges, simply lower the number of Piñata species in your garden to four or less so the Eaglair's no longer visit!

VARIANTS

Variant 1 Requirements

Has eaten one buttercup seed.



Variant 2 Requirements

Has eaten one bluebell seed.



Variant 3 Requirements

Has eaten one bottle of milk.



Elephanilla



Elephanillas can never forget. Imagine remembering all your most embarrassing moments in stomach-churning detail. This may explain their considered pace of life; best to think now than have to regret forever!



NOTES

Animal Type	Elephant
Attack Style	One ton weight
Level	9
Base Value	4,500 coins
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost	450 coins

HOUSE

Build Time	Build Cost	Sell Cost
90 seconds	2,475 coins	2,250 coins



REQUIREMENTS

Appear Requirements



Have Gardener Level 36 or better.

Visit Requirements



Any 16 of blackberries, corn, gooseberries, or monkeynuts.

Resident Requirements



Has eaten four blackberries.



Has eaten four ears of corn.



Has eaten four gooseberries.



Has eaten four monkeynuts.

Romance Requirements



Has eaten two bananas.



Has eaten two acorns (oak tree seeds).



Has eaten two chilies.



Has eaten two pumpkins.



Is wearing ballet shoes.



There is an Elephanilla house in the garden.

PIÑATA PLANS

- Elephanillas are dangerous to your other Piñata due to their size and hunger; be sure your other Piñata are behind a fence, or create a garden just for an Elephanilla family.
- Obtain an Elephanilla in under three game days by simply placing the necessary food in a line. Use corn ears to attract them; they are the cheapest and last longest without rotting.
- You should be flush with cash, so just place the food the Elephanilla needs to eat in front of them, romancing them away from a large number of Piñata.

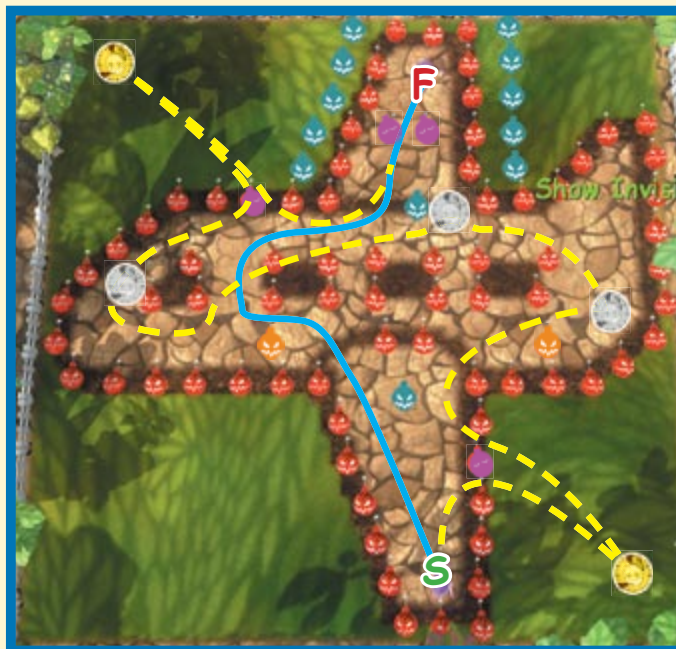
PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell flower.



Variant 2 Requirements

Has eaten one poppy seed.



Variant 3 Requirements

Has eaten one buttercup flower.



Fizzlybear



We all know the story of an unfortunate incident with a girl and some porridge. Do you know why she really ran away? Underneath their chunky, furry coats...they were BEARS!



NOTES

Animal Type	Bear
Attack Style	Jiggies
Level	7
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost	280 coins

HOUSE

Build Time	Build Cost	Sell Cost
70 seconds	1,540 coins	1,400 coins



REQUIREMENTS

Appear Requirements



Have Gardener Level 30 or better.

Visit Requirements



Have 12 fir cones in the garden.
Or



Have three jars of honey in the garden.

Resident Requirements



Has eaten two jars of honey.



Has eaten eight fir cones.

Romance Requirements



Has eaten two Raisants.



Has eaten one bottle of Medicine (tinkered honey).



There is a Fizzlybear house in the garden.

PIÑATA PLANS

- At Gardener Level 30, you'll have all the seeds you need; plant two or three fir trees for the cones, and use Buzzlegums to produce honey (or purchase it from Costolot's store).
- As you're growing the fir trees, build a Raisant house and romance them so you have enough for the Fizzlybears to eat. When romancing, remember two tinkered honey pots are needed!
- The variants are very easy to gain, as long as you feed the Fizzlybear watercress and sunflower seeds, not flowers. The carrot, however, must be fully grown.

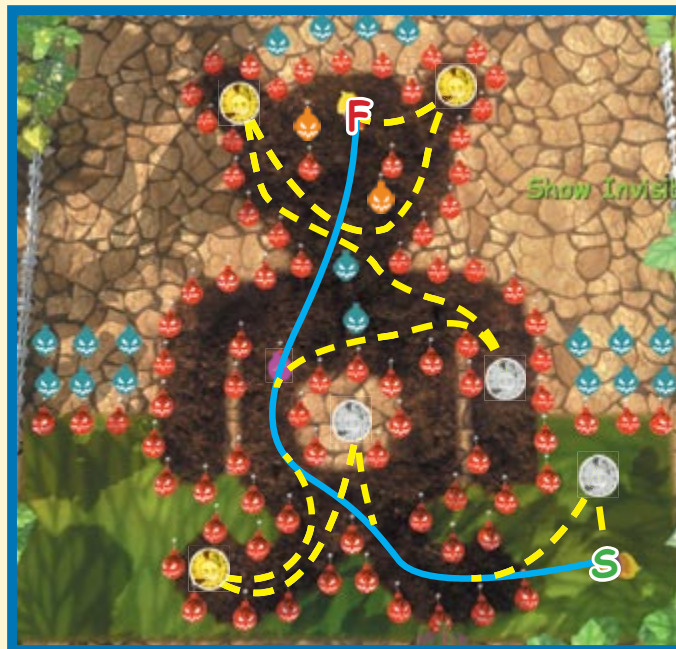
PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one watercress seed.



Variant 2 Requirements

Has eaten one sunflower seed.



Variant 3 Requirements

Has eaten one carrot.



Flutterscotch



Like a scrap of paper buffeted by a gentle breeze, this common Flutterscotch flutters around the garden. It's not particularly pretty, or useful, but I'm sure something wants to eat it!

REQUIREMENTS

Appear Requirements



Have one daisy in the garden.

Visit Requirements



Have two daisies in the garden.

Resident Requirements



Have four daisies in the garden.

Romance Requirements



Has eaten any piece of fruit.



There is a Flutterscotch house in the garden.

NOTES

Animal Type	Butterfly
Attack Style	Cloud of sparkly pollen
Level	8
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost	60 coins

HOUSE

Build Time	Build Cost	Sell Cost
30 seconds	330 coins	300 coins



WARNING!

Beware! If you have multiple species of Flutterscotch, you have less lives during the Romance Maze, so sell off all but your white and present color of Flutterscotch that you're romancing.

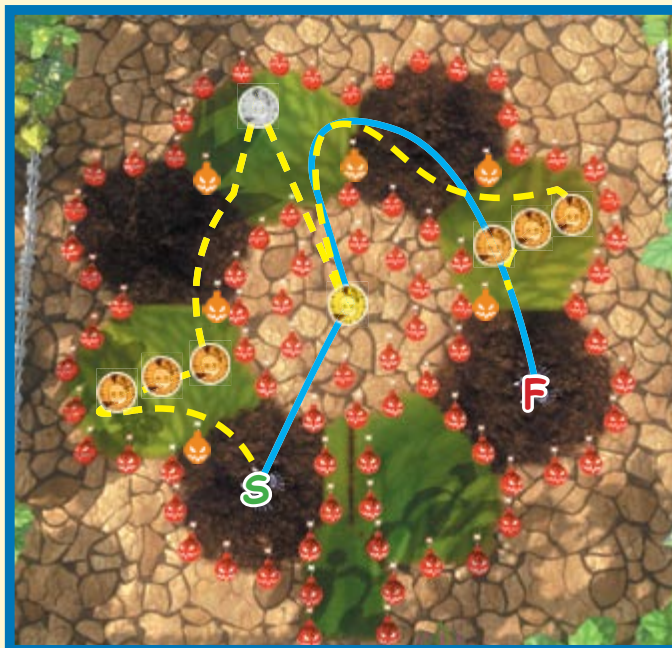
PIÑATA PLANS

- There are 10 separate species of Flutterscotch and 10 Master Romancer Awards to receive. However, all species share the same home and are evolved from white Flutterscotches.
- Begin by planting daisies, attracting white Flutterscotches, and romancing them. Continue this until you have seven of them and you claim the Master Romancer Award.
- Obtain different species by having them eat a different flower (one flower usually does the trick, but two is recommended). Sell off all Flutterscotches except your seven white ones.
- Feed the two white Flutterscotch the appropriate flower. They turn that color. Now romance them (ideally with romance candy, as it is much cheaper than fruit) to gain that particular color's romance reward. Continue to feed the same type of flower to your remaining white Flutterscotch (this is easier than romancing the new color Flutterscotch each time) until you receive the Master Romancer Award for that color.
- Sell off all your Flutterscotches, but keep two white. Romance them again until you have seven. Then repeat the process of romancing two of the next color, and so on, until all 10 species have Master Romancer Awards.
- Please note: You cannot romance two different colored Flutterscotches together. Any color Flutterscotch produces a white Flutterscotch. Some Flutterscotch flowers aren't available until your Gardener Level increases.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



PIÑATA PROVIDENCE

- One Resident yellow Flutterscotch eaten by a Candary helps the Candary's romance requirements.
- Three Resident Flutterscotches of a different color help your Jameleon appearance requirements.
- Four Resident Flutterscotches of a different color help your Jameleon visit requirements.
- Five Resident Flutterscotches of a different color help your Jameleon resident requirements.
- One Resident green Flutterscotch eaten by a Jameleon helps the Jameleon's romance requirements.
- One Resident green Flutterscotch eaten by a Lickatoad helps the Lickatoad's romance requirements.
- One Resident red Flutterscotch eaten by a Sour Profitamole helps the Sour Profitamole's resident requirements.

VARIANTS

There are no Flutterscotch variants. All the different-colored Flutterscotches are separate species.

FLUTTERSCOTCH EVOLUTION



Black Flutterscotch

EVOLUTION REQUIREMENTS



Has eaten one tulip flower.



Have a tulip seed; available from Costolot's store at Gardener Level 15.

Blue Flutterscotch

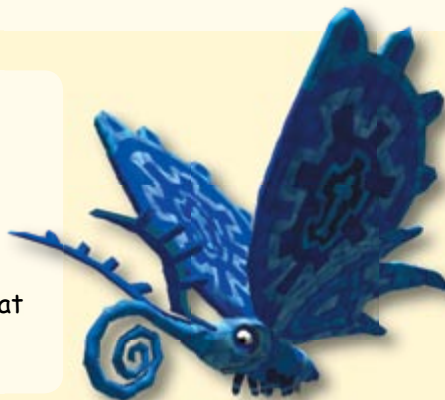
EVOLUTION REQUIREMENTS



Has eaten one bluebell flower.



Have bluebell seed; available from Costolot's store at Gardener Level 5.



Brown Flutterscotch

EVOLUTION REQUIREMENTS



Has eaten one bullrush head.



Have bullrush seed; available from Costolot's store at Gardener Level 28.

Green Flutterscotch

EVOLUTION REQUIREMENTS



Has eaten one watercress flower.



Have watercress seed; available from Costolot's store at Gardener Level 8.



Orange Flutterscotch

EVOLUTION REQUIREMENTS



Has eaten one bird-of-paradise flower.



Have bird-of-paradise seed; available from Costolot's store at Gardener Level 31.



Pink Flutterscotch

EVOLUTION REQUIREMENTS



Has eaten one water lily flower.



Have water lily seed; available from Costolot's store at Gardener Level 18.

Purple Flutterscotch

EVOLUTION REQUIREMENTS



Has eaten one thistle flower.



Have thistle seed; available from Costolot's store at Gardener Level 2.



Red Flutterscotch

EVOLUTION REQUIREMENTS



Has eaten one poppy flower.



Have poppy seed; available from Costolot's store at Gardener Level 5.

Yellow Flutterscotch

EVOLUTION REQUIREMENTS



Has eaten one buttercup flower.



Have buttercup seed; available from Costolot's store at Gardener Level 2.



Fourheads

Imagine the intellectual power! Four brains working in unison! A pity that someone skimped on the limbs, or this creature could have been revolutionary.

REQUIREMENTS

Appear Requirements



A Fourheads is an evolved Piñata. It only appears and visits when you evolve it from a Twingersnap.

Resident Requirements



Whack (don't tap) a Twingersnap egg when it makes a large leap into the air after several smaller bounces.

Romance Requirements



Has eaten one Lackatoad.



Has eaten two nightshade berries.



Has eaten one toadstool.



There is a Fourheads house in the garden.

NOTES

Animal Type	Hydra
Attack Style	Argonaut helmets
Level	8
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost	360 coins

HOUSE

Build Time	Build Cost	Sell Cost
70 seconds	1,980 coins	1,800 coins



WARNING!

The Fourheads doesn't dislike any type of Piñata but will be attacked constantly by the Sour Bonboon.

TIP

The Fourheads is the most powerful of the Syrupent family; the chances are higher that a Bonboon will lose against a Fourheads than against the Twingersnap or Syrupent.

PIÑATA PLANS

- Begin Fourheads's residence plans when you reach Gardener Level 23 and can purchase the nightshade seed and evolve a Lickatoad into a Lackatoad; note all Lackatoad requirements!
- Also note all the Twingersnap requirements! To get a Fourheads, you need to evolve a Twingersnap from a Syrupent by whacking a Syrupent's egg when it makes a giant leap after smaller bouncing.
- After all this evolving, the variant colors are easy to obtain. Don't forget that if a Sour Bonboon fights a Fourheads, he has the least chance of winning. If the Fourheads wins, the Sour Bonboon is tamed.

PIÑATA PROVIDENCE

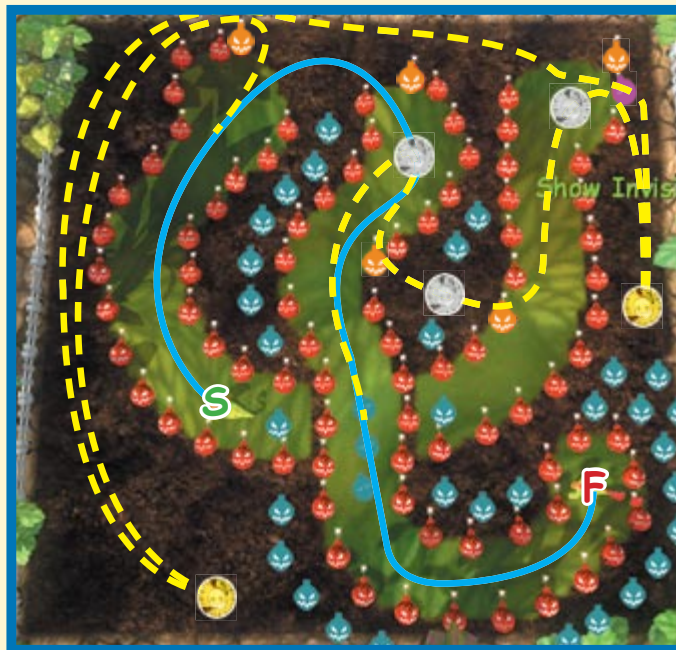


One Resident Fourheads winning a fight against a Sour Bonboon helps its resident requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell flower.



Variant 2 Requirements

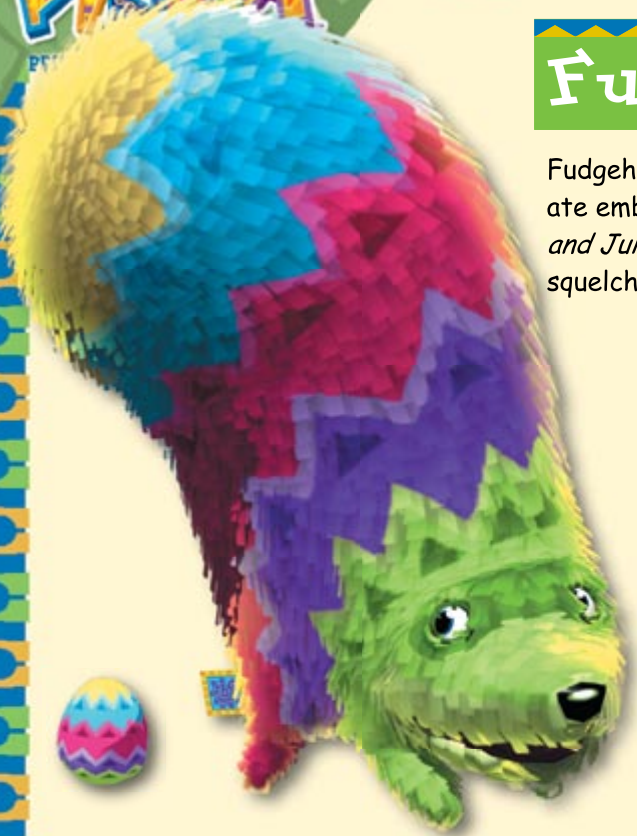
Has eaten one jar of honey.



Variant 3 Requirements

Has eaten one bottle of Medicine (tinkered honey).





Fudgehog



Fudgehogs and tarmac, eternally pressed together in the kind of passionate embrace that may remind you of the tragic end of Shakespeare's *Romeo and Juliet*. This is how they will be remembered, not with a bang but with a squelchy whimper.

REQUIREMENTS

Appear Requirements



Fourth night after you take over the garden.

Visit Requirements



Have four Whirlms in the garden.

Or

Have two thistles in the garden.

Resident Requirements



Has eaten two Whirlms.



Has eaten one thistle.

Romance Requirements



Has drunk a bottle of milk.



There is a Fudgehog house in the garden.

NOTES

Animal Type	Hedgehog
Attack Style	Car tires
Level	4
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost	100 coins

HOUSE

Build Time	Build Cost	Sell Cost
40 seconds	550 coins	500 coins



PIÑATA PLANS

- Although it appears early on, you can't obtain milk from Costolot's store until Gardener Level 11, so concentrate on other, lower-level Piñatas before raising Fudgehogs.
- This Piñata is nocturnal; make sure you have Whirlms outside their house for the Fudgehog. Also be sure your thistles aren't planted near other Piñatas so they don't make them sick.
- If you are attempting to raise all three variants, the chili is the most difficult, as you must be Gardener Level 11 to obtain it. The rest are easily obtainable.

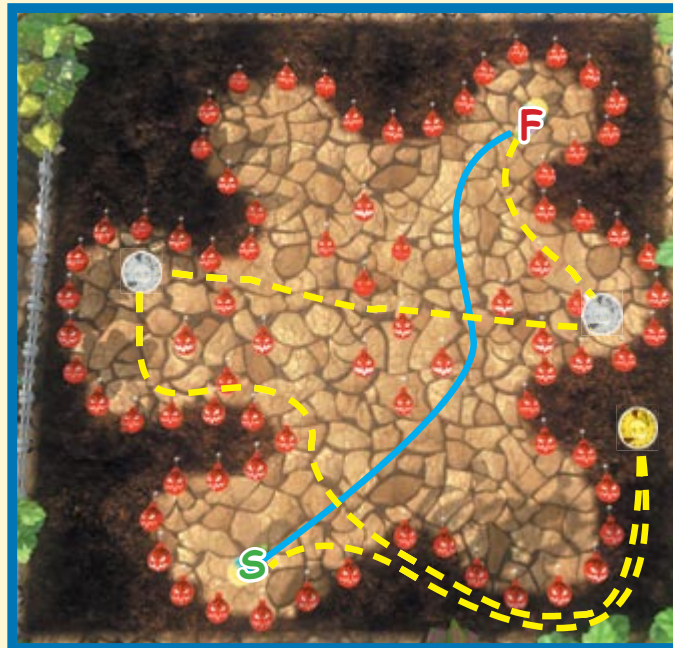
PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell seed.



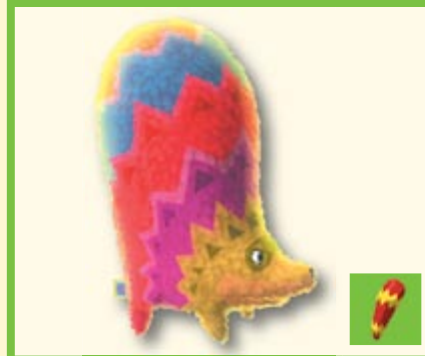
Variant 2 Requirements

Has eaten one poison ivy flower.



Variant 3 Requirements

Has eaten one chili.



Galagoogoo



Did the Galagoogoo sit in thorn bushes once too often? Even now, scientists are coming to blows to decide if this animal is nocturnal because it has huge eyes or if it grew huge eyes because it couldn't get up in the day.

REQUIREMENTS

Appear Requirements



Have a Tower of Sour with eight parts.

Visit Requirements



Have a Moon-on-a-Stick light in the garden.



Have eight Mothdrops in the garden.
Or
Have 16 tulips in the garden.

Resident Requirements



Has eaten four tulips.



Has eaten two Mothdrops.



Have a groundskeeper in the garden.

Romance Requirements



Has eaten four orchids.



Have a Chewnicorn resident in the garden.



There is a Galagoogoo house in the garden.

NOTES

Animal Type	Bushbaby
Attack Style	Pacifiers/Dummy
Level	9
Base Value	4,500 coins
G. Fetchem's Standard Hunt	4,500 coins
G. Fetchem's Express Hunt	9,000 coins
Doc Patchingo Heal Cost	450 coins

HOUSE

Build Time	Build Cost	Sell Cost
90 seconds	2,475 coins	2,250 coins



WARNING!



PIÑATA PLANS

- Complete the Tower of Sour, either by purchasing pieces (the last of the eight, Bonboon Block, is available at Gardener Level 39) or by taming all eight Sour Piñatas. No mean feat!
- Become a Horstachio Master Romancer to summon the Chewnicorn. By Level 32, you can purchase the Moon-on-a-Stick from Costolot's store. Grow tulips like mad now!
- Cultivate Mothdrops and become a Master Romancer. Hire a Watchling and a Night Watchling, then begin your orchid growing. The Galagoogoo variants are easy by comparison!

PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one Bread (tinkered corn).



Variant 2 Requirements

Has eaten one poison ivy flower.



Variant 3 Requirements

Has eaten one sunflower.



NOTE

Galagoogoo variants have a base value of 100 coins, not 4,500 coins, which is bad for selling!

Goobaa



Supermodel of the animal world, the Goobaa is famous for its accommodating nature and its dreams of world peace. Look, even Goobaa wool is almost blond!



NOTES

Animal Type	Sheep
Attack Style	Lamb chops
Level	6
Base Value	2,100 coins
Paper Pets Piñata Price*	2,310 coins
Doc Patchingo Heal Cost	210 coins

*The Goobaa is a Domestic Piñata and isn't caught; it is bought!

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	1,155 coins	1,050 coins



REQUIREMENTS

Appear Requirements



Reach Gardener Level 16; purchase from Paper Pets.

Visit Requirements



The Goobaa is a domestic Piñata and doesn't visit; you choose it!

Resident Requirements



The Goobaa is a domestic Piñata and automatically resides when you buy one.

Romance Requirements



Has eaten one water lily flower.



Has eaten two poison ivy flowers.



Have 120 square pinometers of long grass (12 percent).



There is a Goobaa house in the garden.

WARNING!

The Goobaa is afraid of most Piñatas but isn't disliked by any of them. A Mallowolf enjoys a tasty Goobaa snack, however!

PIÑATA PLANS

- Wait until Gardener Level 18 to start seriously raising Goobaas, as this is when you can purchase the water lily seeds you need. Make sure you've bought and sown long grass too! Note that a sheared Goobaa can romance with or without a fleece; don't listen to Leafos!
- Goobaas are sold for a good sum, considering how easy they are to romance. They can also automatically generate income if you get them to produce wool in the shearing shed.
- Buy two Goobaas and romance them at once. Then begin an automatic coin-making scheme by shearing them in your shed while they wear a bonnet!

PIÑATA PROVIDENCE

- The Goobaa is a produce-making Piñata. Resident Goobaas produce wool, once Willy Builder constructs a shearing shed.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - -** Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell flower.



Variant 2 Requirements

Has eaten one tulip seed.



Variant 3 Requirements

Has eaten one water lily seed.



NOTE

For all information on the shearing shed, consult the "Garden Goods" chapter.

Horstachio



No matter how big and strong a Horstachio grows, it will only ever be one Horstachio power. Pathetic.

REQUIREMENTS

Appear Requirements



Have a Ponocky in the garden.

Visit Requirements



Have 500 square pinometers of grass (50 percent).

Resident Requirements



Have 500 square pinometers of grass (50 percent).



Has eaten eight apples.

Romance Requirements



Have 500 square pinometers of grass (50 percent).



Is wearing a Fake Winner's Rosette.



Has eaten one toffee apple.



Has eaten three carrots.



There is a Horstachio house in the garden.

NOTES

Animal Type	Horse
Attack Style	Horseshoes
Level	7
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost	280 coins

HOUSE




Build Time	Build Cost	Sell Cost
70 seconds	1,540 coins	1,400 coins



WARNING!

Keep away from the Ponocky and Zumbug. These Piñatas and the Horstachio fight each other!

PIÑATA PLANS

-  A Horstachio appears to torment any Ponocky you've bought from Paper Pets. The two attack each other constantly, so separate them with a fence and cover half your garden in grass.
-  Grow two or three apple trees to deal with the Horstachio's appetite for apples. Then immediately turn a couple into toffee apples with Bart the Tinkerer.
-  All other items you need are available at Gardener Level 20 (when you can buy a Ponocky. If a Horstachio evolves into a Zumberg, fence that in with your Ponocky).

PIÑATA PROVIDENCE











Seven Resident Horstachios (Master Romancer Award) helps the Chewnicorn romance requirements.

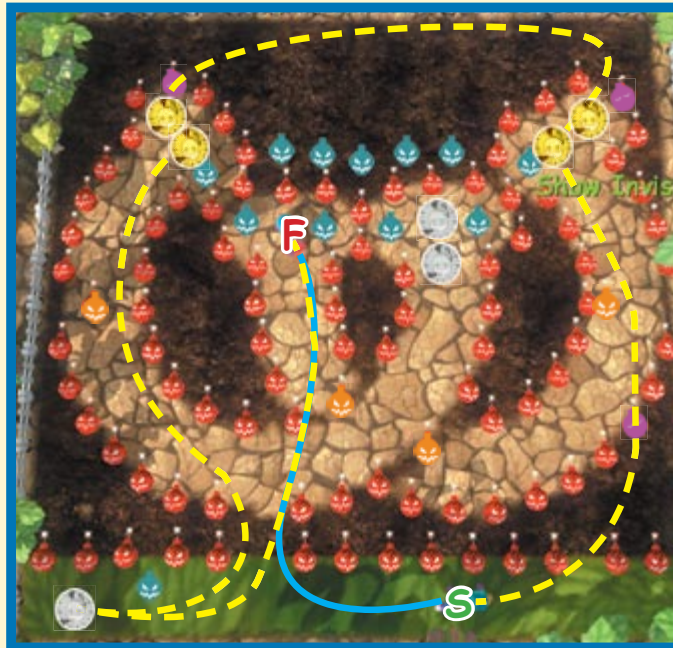


A Horstachio who eats a blackberry and a daisy flower turns into a Zumberg.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one watercress flower.



Variant 2 Requirements

Has eaten one bluebell flower.



Variant 3 Requirements

Has eaten one chili seed.



Jameleon

The master of disguise, able to blend into any environment and, unlike some Syrupents I could mention, it's not obsessed with giant robo-tanks. Where is it now? No, seriously—where has it gone?

REQUIREMENTS

Appear Requirements



Have three different-colored Flutterscotches.

Visit Requirements



Have four different-colored Flutterscotches.

Resident Requirements



Have five different-colored Flutterscotches.

Romance Requirements



Has eaten one green Flutterscotch.



There is a Jameleon house in the garden.

NOTES

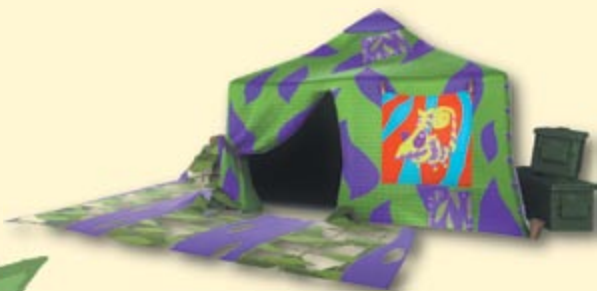
Animal Type	Chameleon
Attack Style	Artist paint palettes
Level	5
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost	150 Coins

HOUSE

Build Time	Build Cost	Sell Cost
50 seconds	825 coins	750 coins

WARNING!

The Jameleon is afraid of, runs away from, and will be eaten by the Bonboon.



PIÑATA PLANS

- Begin by romancing up to nine different varieties of Flutterscotch. You must have at least five varieties, including green, for the romancing to work.
- White, red (poppy flower; Level 5), green (watercress flower; Level 8), blue (bluebell; Level 5), yellow (buttercup; Level 2), and purple (thistle; Level 2) are your best choices for Flutterscotches early on.
- When you reach Gardener Level 35, set up Jameleons to tame the Bonboon. It's at this time you can attempt the last variety by feeding one the orchid flower and medicine.

PIÑATA PROVIDENCE

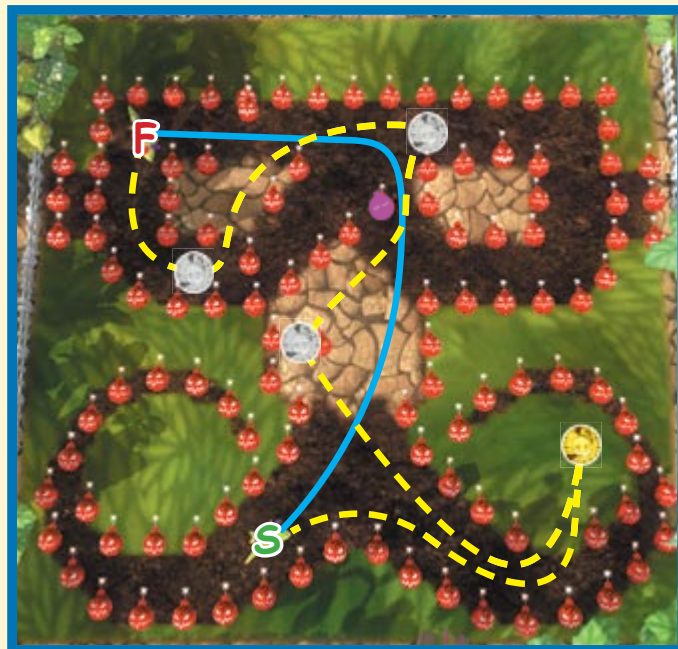


Three Resident Jameleons eaten by a Bonboon helps the Bonboon's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell flower.



Variant 2 Requirements

Has eaten one orchid flower and one bottle of Medicine (tinkered honey).



Variant 3 Requirements

Has eaten one Carrot Cake (tinkered carrot).





Juicygoose

Juicygeese can be used instead of guard Barkbarks. This suggests that Juicygeese are belligerent, but in fact they just want to appear useful. Useful animals don't tend to end up roasted, with gravy...and mashed potatoes, yum!

REQUIREMENTS

Appear Requirements



A Juicygoose is an evolved Piñata. It only appears and visits when you evolve it from a Quackberry.

Resident Requirements



Feed one gooseberry to a Quackberry.

Romance Requirements



Have 100 square pinometers of water (10 percent).



Has eaten two Newtgats.



Have a fish fountain in the garden.



There is a Juicygoose house in the garden.

NOTES

Animal Type	Goose
Attack Style	Feathers
Level	5
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost	150 coins

HOUSE

Build Time	Build Cost	Sell Cost
50 seconds	825 coins	750 coins

WARNING!

Keep away from the Quackberry! This Piñata and the Juicygoose fight each other.



PIÑATA PLANS

- Evolve Quackberries into Juicygeese only when you're ready; they fight with other Quackberries immediately. If you're having trouble, fence off both Piñata types.
- It is usually easier to buy Newtgats, or have them already residing, before inviting a Juicygoose to stay. All variants aren't available until Gardener Level 37 (when you can buy the oak tree seed).
- At Gardener Level 18, the fish fountain is a garden item available at Costolot's store for 330 coins. Juicygeese can wander to waylay enemies and quack at danger.

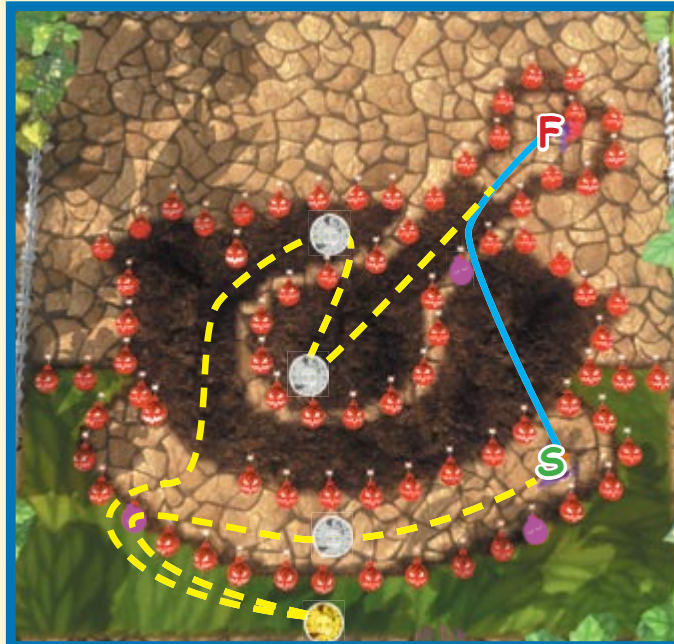
PIÑATA PROVIDENCE

- One or more Resident Juicygeese frightens off Newtgats, and they will not return to your garden while Juicygeese are there.
- Two Resident Juicygeese eaten by a Cocoadile helps the Cocoadile's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one oak tree seed.



Variant 2 Requirements

Has eaten one water lily seed, one bird-of-paradise seed, and one poppy flower.



Variant 3 Requirements

Has eaten one banana.



Kittyfloss



Sure, you can buy a Kittyfloss, but is it your pet or do you belong to it? Just when you think you've stamped authority on the situation, you'll find a "present" in your shoe.



NOTES

Animal Type	Cat
Attack Style	Fur balls
Level	5
Base Value	1,500 coins
Paper Pets Piñata Price*	1,650 coins
Doc Patchingo Heal Cost	150 coins

*The Kittyfloss is a domestic Piñata and isn't caught; it is bought!

HOUSE

Build Time	Build Cost	Sell Cost
50 seconds	825 coins	750 coins



REQUIREMENTS

Appear Requirements



Reach Gardener Level 10; purchase from Paper Pets.

Visit Requirements



The Kittyfloss is a domestic Piñata and doesn't visit; you choose it.

Resident Requirements



The Kittyfloss is a domestic Piñata and automatically resides when you buy one!

Romance Requirements



Has eaten one ball of wool.



Has drunk one bottle of milk.



Has eaten one Mousemallow.



There is a Kittyfloss house in the garden.

WARNING!

Keep away from the Barkbark, the Shellybean, and the Squazzil! These Piñatas and the Kittyfloss fight each other.

PIÑATA PLANS

- Wait until Gardener Level 11 to start seriously raising a Kittyfloss, as this is when you can purchase the milk you need. Make sure you buy a ball of wool too!
- Be sure you're romancing Mousemallows by dropping the odd turnip in the garden and growing buttercups and daisies for them. Then fence them off so the Kittyfloss doesn't eat them all!
- The variants are relatively easy to obtain, but the water lily seed isn't available until Gardener Level 18. You may want to fence off your Kittyfloss, as it hates three other Piñata species.

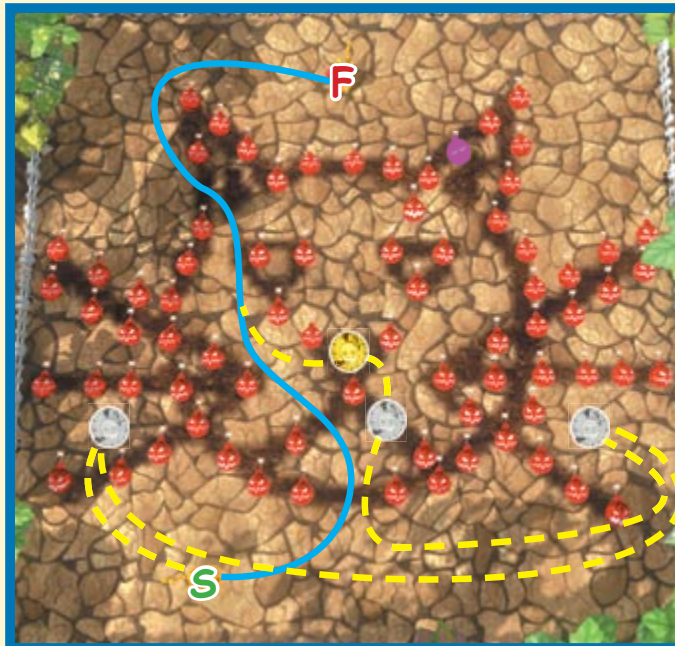
PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has drunk one bottle of Medicine (tinkered honey).



Variant 2 Requirements

Has eaten one bluebell flower.



Variant 3 Requirements

Has eaten one water lily flower.



Lackatoad



Saturated with toxins, who knows what this poor Lackatoad is actually seeing? It's like a bad dream that you can't wake up from.



NOTES

Animal Type	Poisonous Toad
Attack Style	Poison darts
Level	5
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost	150 coins

HOUSE

Build Time	Build Cost	Sell Cost
50 seconds	825 coins	750 coins

REQUIREMENTS

Appear Requirements



A Lackatoad is an evolved Piñata. It only appears and visits when you evolve it from a Lickatoad!

Resident Requirements



Feed one nightshade berry to a Lickatoad.

Romance Requirements



Have four Arocknids in the garden.



Have 60 square pinometers of water (6 percent).



Has eaten two toadstools.



There is a Lackatoad house in the garden.

WARNING!

Keep away from the Salamango! This Piñata and the Lackatoad fight each other.



PIÑATA PLANS

- Begin your Lackatoad plans when you reach Gardener Level 23 and the nightshade berry or seed is available. Beware: this fruit is poisonous to most other Piñatas!
- Begin Lickatoad and Arocknid romancing a few levels earlier. Direct a Lickatoad to a nightshade berry, and when he eats it, tap (don't whack!) him with your shovel before he gets sick.
- Although you may wish to fence in this toad (especially if you have Salamangos), be aware that the toad can leap over them!

PIÑATA PROVIDENCE

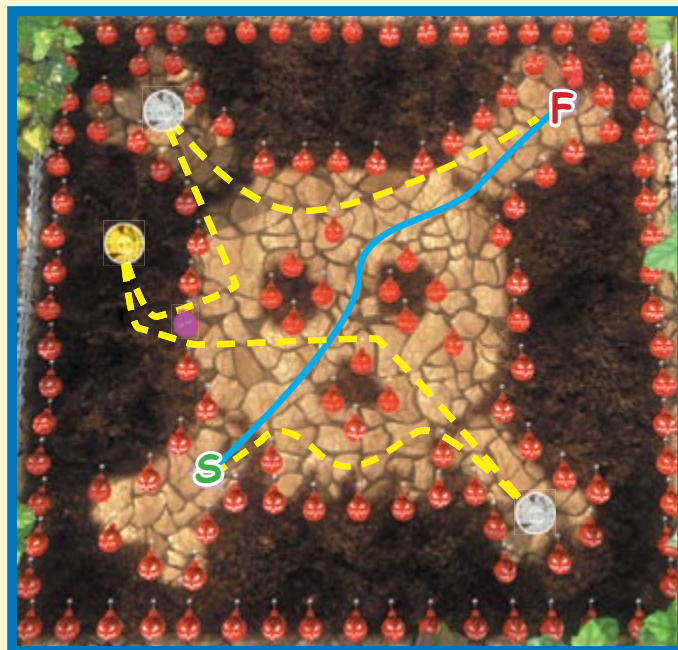


One Resident Lackatoad eaten by a Fourheads helps the Fourheads' romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

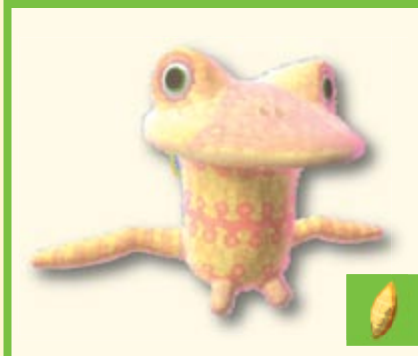
Variant 1 Requirements

Has eaten one bluebell flower.



Variant 2 Requirements

Has eaten one banana tree seed.



Variant 3 Requirements

Has eaten one water lily seed.



Lickatoad



Do you know who started those stories about Lickatoads turning into princes after kissing pretty girls? *Lickatoads did!* Lock them away, then pass me the wart cream please.



NOTES

Animal Type	Toad
Attack Style	Flippers
Level	3
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost	60 coins

HOUSE

Build Time	Build Cost	Sell Cost
30 seconds	330 coins	300 coins



REQUIREMENTS

Appear Requirements



Have the pond head for your shovel.

Visit Requirements



Have 10 pinometers of water (1 percent).

Resident Requirements



Have 20 pinometers of water (2 percent).



Has eaten one Taffy.

Romance Requirements



Has eaten one green Flutterscotch.






There is a Lickatoad house in the garden.





WARNING!

Keep away from the Newtgat! This Piñata and the Lickatoad fight each other. The Lickatoad is afraid of and hops away from the Syrupent, Twingersnap, and Fourheads.

PIÑATA PLANS











-  A green Flutterscotch (needed for the Lickatoad's romance requirements) needs a watercress flower to turn this color; available at Gardener Level 8 from Costolot's store.
-  Begin digging ponds at Gardener Level 7 (when you receive the pond shovel head upgrade). You should also have a Taffly house and romance plan under way.
-  Watering a Lickatoad doesn't increase its Happiness. Fence it off if you are trying to attract Newtgats and Syrupents; Lickatoads start fights with the former and flee from the latter.

PIÑATA PROVIDENCE

-  Four Resident Lickatoads help meet your Crowla visit requirements.
-  Two Resident Lickatoads eaten by a Crowla helps the Crowla's resident requirements.
-  One Resident Lickatoad eating a nightshade berry and being tapped by your shovel helps your Lackatoad's evolve requirements.
-  One Resident Lickatoad eaten by a Syrupent helps the Syrupent's romance requirements.

ROMANCE MAZE

LEGEND

-  Start point
-  Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one gooseberry and one bluebell flower.



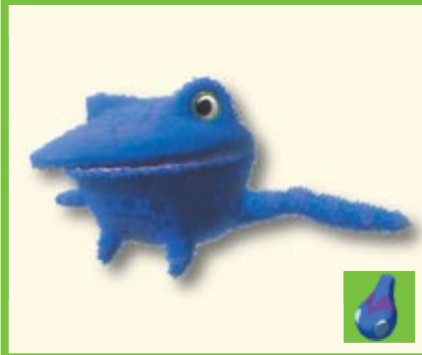
Variant 2 Requirements

Has eaten one apple and one carrot.



Variant 3 Requirements

Has eaten one bluebell seed.



Macaraccoon



The Macaraccoon is just naturally sneaky. You can trust it to behave now, but its twitchy movement doesn't inspire confidence.

REQUIREMENTS

Appear Requirements



Have a resident Macaraccoon in the garden.

Visit Requirements



Have five Syrupent family residents in the garden.

Resident Requirements



Has eaten three Syrupents.

Romance Requirements



Has eaten one Arocknid.



Has eaten two blackberries.



There is a Macaraccoon house in the garden.

NOTES

Animal Type	Raccoon
Attack Style	Trash cans
Level	6
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost	210 coins

HOUSE




Build Time	Build Cost	Sell Cost
60 seconds	1,155 coins	1,050 coins

NOTE

For information on the Sour Macaraccoon, consult the "Sour Piñatas" section of this chapter.




PIÑATA PLANS

-  Tame a Sour Macaracoon first. At Gardener Level 24, the Sour Macaracoon appears and visits. Feed it a Cluckles and have five Master Romancer Awards.
-  When it becomes tame, feed it Syrupents, Twingersnaps, or Fourheads until it romances. For the visit requirements, any of these three Syrupent types can be resident.
-  Be sure you have an Arocknid house or the coins to purchase two Arocknids from Gretchen, to succeed in the straightforward romance requirements.











PIÑATA PROVIDENCE

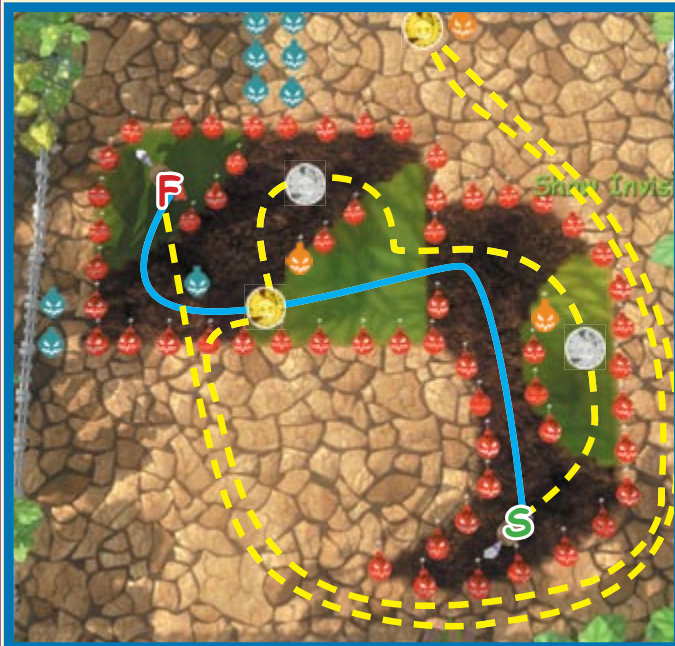


The Macaracoon has a special ability! If you target one and press , he tries to seek out a romance candy and bring it to you. This is great when you're trying for Master Romancer Awards! This doesn't always work but keep trying; it unlocks Achievement #50: Macaracoon Gift.

ROMANCE MAZE

LEGEND

-  Start point
-  Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one water lily flower.



Variant 2 Requirements

Has eaten one mushroom.



Variant 3 Requirements

Has eaten one bluebell seed.



Mallowolf



After settling down for the responsibilities of family life, the Mallowolf becomes a completely different creature.



NOTES

Animal Type	Wolf
Attack Style	Sabrewulf amulet
Level	7
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost	280 coins

HOUSE

Build Time	Build Cost	Sell Cost
70 seconds	1,540 coins	1,400 coins



REQUIREMENTS

Appear Requirements



Have a resident Mallowolf in the garden.

Visit Requirements



Have six Rashberry residents in the garden.

Resident Requirements



Has eaten three Rashberries.

Romance Requirements



Has eaten one Goobaa.



Has eaten one Bunnycomb.






There is a Mallowolf house in the garden.


NOTE

For information on the Sour Mallowolf, consult the "Sour Piñatas" section of this chapter.

PIÑATA PLANS









-  Tame a Sour Mallowolf first. At Gardener Level 32, the Sour Mallowolf appears and visits. Feed it a Pigxie, and then sell your Pigxie stock; you're buying Rashberries now, and you don't want them to fight!
-  When it becomes tame, feed it Rashberries, a Goobaa, and a Bunnycomb. The first two are easily bought from Paper Pets, and the Bunnycomb is easily coaxed in with carrots.
-  As this Piñata cannot be tamed until later into your garden experience, the variants are easy to complete; don't forget the Mallowolf's special ability to scare off Ruffians!

PIÑATA PROVIDENCE

-  The Mallowolf has a special ability! If you target one and direct it toward any incoming Ruffians, it howls and scares them out of your garden. This unlocks Achievement #49: Mallowolf Howl.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell seed.



Variant 2 Requirements

Has eaten one water lily seed.

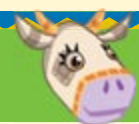


Variant 3 Requirements

Has eaten one blackberry.



Moozipan



Grass goes in, and milk comes out. Not only that, but those big brown eyes and the way those udders sway from side to side as it walks. Amazing! No? That must be just me, then.



NOTES

Animal Type	Cow
Attack Style	Churns of butter
Level	7
Base Value	2,800 coins
Paper Pets Piñata Price*	3,080 coins
Doc Patchingo Heal Cost	308 coins

*The Moozipan is a Domestic Piñata and isn't caught; it is bought.

HOUSE

Build Time	Build Cost	Sell Cost
70 seconds	1,540 coins	1,400 coins



REQUIREMENTS

Appear Requirements



Reach Gardener Level 25; purchase from Paper Pets.

Visit Requirements



The Moozipan is a Domestic Piñata and doesn't visit; you choose it.

Resident Requirements



The Moozipan is a Domestic Piñata and automatically resides when you buy one!

Romance Requirements



Have 12 daisies in the garden.
Or



Have 12 buttercups in the garden.



Have 180 square pinometers of long grass (18 percent).



Has eaten one banana split.



There is a Moozipan house in the garden.

NOTE

For all information on the milking shed, consult the "Garden Goods" chapter.

PIÑATA PLANS

- Wait until Gardener Level 26 to start seriously raising Moozipan, as this is when you can purchase the banana seeds you need. Make sure you've bought and sown long grass too.
- Moozipan are sold for a good sum, considering how easy they are to romance. They can also automatically generate income if you get them to produce milk in the milking shed.
- Buy two Moozipan and romance them. Then begin an automatic coin-making scheme by milking them in your shed, while they wear a bell and eat a sunflower!

PIÑATA PROVIDENCE

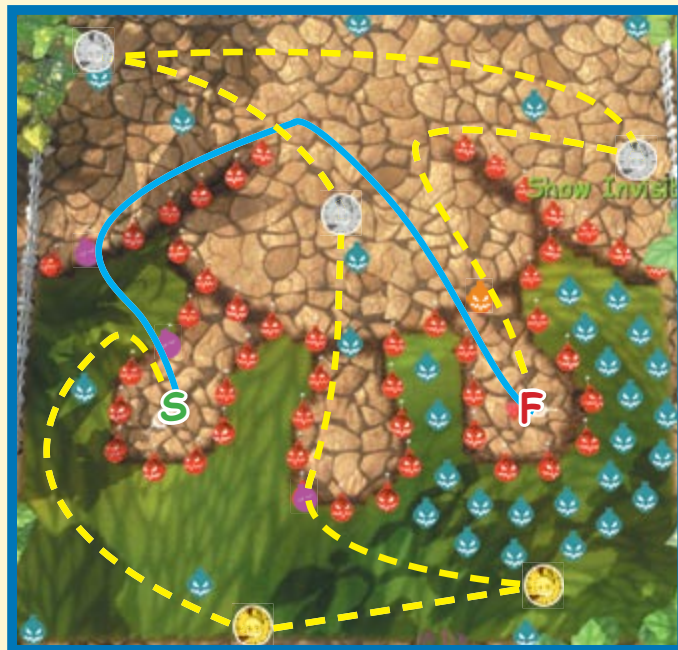


The Moozipan is a produce-making Piñata. Resident Moozipan produce milk once Willy Builder constructs a milking shed.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one Sandwich (tinkered bread).



Variant 2 Requirements

Has eaten one banana seed.



Variant 3 Requirements

Has eaten one water lily seed and one snapdragon seed.



Mothdrop



It is hard to see in the dark, so bright colors would be a waste of time. In the day, the Mothdrop sleeps, so it needs to disguise itself from predators. That is why it is brown.

NOTES

Animal Type	Moth
Attack Style	Lightbulbs
Level	3
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost	60 coins

HOUSE

Build Time	Build Cost	Sell Cost
30 seconds	330 coins	300 coins



REQUIREMENTS

Appear Requirements



Nighttime in the garden.

Visit Requirements



Nighttime in the garden.

Resident Requirements



Has a light in the garden.




Romance Requirements







Has eaten one thistle.

There is a Mothdrop house in the garden.

PIÑATA PLANS









-  This is likely to be your first nocturnal Piñata. Quickly purchase the firebrand (garden item from Costolot's store) for the light requirement. Then begin planting thistles away from your other Piñata.
-  Check the "Garden Goods" chapter for more information on items that light up. Concentrate on romancing Mothdrops at night. Mothdrops are easy to raise and sell for profit.
-  The variants are slightly trickier; you must be at Gardener Level 5 to claim the bluebell seed and at Gardener Level 10 to claim the pumpkin seed. Or ask Seedos a level previous to that.

PIÑATA PROVIDENCE

-  Eight Resident Mothdrops (or 16 tulips) help meet your Galagoogoo visit requirements.
-  Two Resident Mothdrops eaten by a Galagoogoo helps the Galagoogoo's resident requirements.
-  Three Resident Mothdrops help meet your Sherbat visit requirements.
-  Two Resident Mothdrops eaten by a Sherbat helps the Sherbat's resident requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell seed, one turnip, and one carrot.



Variant 2 Requirements

Has eaten one daisy flower.



Variant 3 Requirements

Has eaten one pumpkin and one watercress flower.



Mousemallow



My crazy grandmother always said: (1) Mousemallows are never bigger than the gap under the pantry door, (2) never fall for the "blind" routine, and (3) never trust a Mousemallow wearing pants!



NOTES

Animal Type	Mouse
Attack Style	Mousetraps
Level	2
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost	30 coins

HOUSE

Build Time	Build Cost	Sell Cost
20 seconds	165 coins	150 coins



REQUIREMENTS

Appear Requirements



A turnip in the garden.

Visit Requirements



A turnip in the garden.

Resident Requirements



Has eaten one turnip.

Romance Requirements



Has eaten one daisy seed.



Or
Has eaten one buttercup seed.



There is a Mousemallow house in the garden.

WARNING!



PIÑATA PLANS

- Turnips are great! Leave turnips as seeds or plant them as soon as you begin, and Mousemallows visit your place in no time.
- Plant daisies and buttercups, but watch out if 10 square pinometers or more of your garden has been sprinkled with grass: Syrupents will arrive and eat your Mousemallows! Fence them.
- Bluebell seeds can be bought at Gardener Level 5; tinkered milk is available at Level 11; and gooseberry seeds are yours at Level 14. You must wait to obtain all the variants.

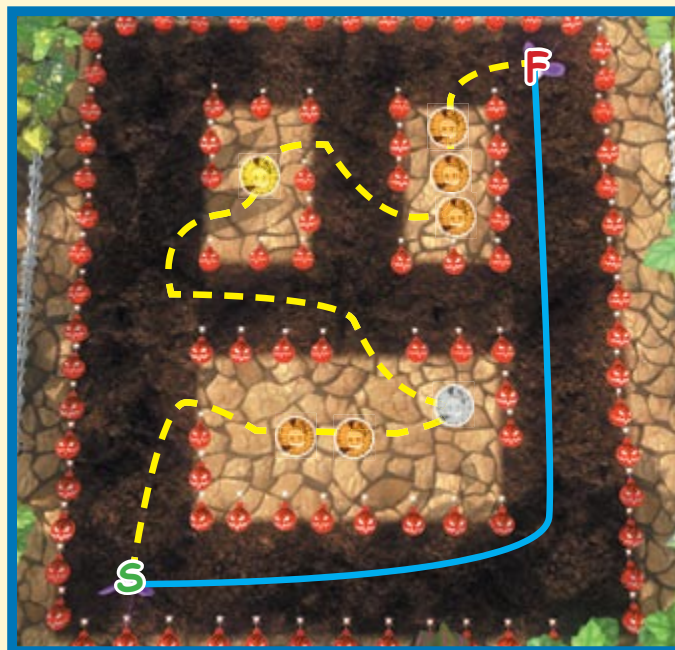
PIÑATA PROVIDENCE

- One Resident Mousemallow eaten by a Syrupent helps the Syrupent's resident requirements.
- One Resident Mousemallow eaten by a Kittyfloss helps the Kittyfloss's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one Cheese (tinkered milk).



Variant 2 Requirements

Has eaten one daisy flower and one gooseberry seed.



Variant 3 Requirements

Has eaten one daisy flower and one bluebell seed.



Newtgat



Ever wanted a Jameleon but found they were too expensive? Your old Lickatoad is looking tired and out-of-date? Get a Newtgat—functions like a Lickatoad but with all the expensive Jameleon styling that you love.

REQUIREMENTS

Appear Requirements

Have 20 pinometers of water (2 percent).

Visit Requirements

Have 30 pinometers of water (3 percent).

Have watercress growing in the garden.

Resident Requirements

Have 30 pinometers of water (3 percent).

Has eaten three watercress flowers.

Romance Requirements

Has eaten one Raisant.

Have 30 pinometers of water (3 percent).

There is a Newtgat house in the garden.

NOTES

Animal Type	Newt
Attack Style	Wellington boots
Level	4
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost	100 coins

HOUSE




Build Time	Build Cost	Sell Cost
40 seconds	550 coins	500 coins






WARNING!

Keep away from the Lickatoad! This Piñata and the Newtgat fight each other.

PIÑATA PLANS









-  You receive the pond shovel head upgrade at Gardener Level 7, and watercress at Level 8. Dig a small pond; check your Journal to ensure that it is three pinometers or bigger.
-  Be sure to raise Raisants at the same time for easy romancing. Don't forget to evolve the Newtgat at Level 11 when you receive the chili. Create a separate pond for Lickatoads.
-  Make sure you water the Newtgat; it increases its Happiness for free! Newtgats can also climb trees. The variants aren't available until Level 18 (water lily) and 31 (bird-of-paradise).

PIÑATA PROVIDENCE

-  One Resident Newtgat that eats a chili evolves into a Salamango.
-  One Resident Newtgat eaten by a Badgesicle helps the Badgesicle's resident requirements.
-  Two Resident Newtgats eaten by a Juicygoose helps the Juicygoose's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bird-of-paradise flower.



Variant 2 Requirements

Has eaten one water lily seed.



Variant 3 Requirements

Has eaten one bluebell flower.



Parrybo



If Parrybos get bored, they use their clever mimicry to dial out for pizza. Parrybos don't even like melted cheese—they just want to see you arguing with the delivery boy for their twisted amusement.



NOTES

Animal Type	Parrot
Attack Style	Cutlasses
Level	8
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost	360 coins

HOUSE

Build Time	Build Cost	Sell Cost
80 seconds	1,980 coins	1,800 coins



REQUIREMENTS

Appear Requirements



Have a Gardener Level 32 or better.

Visit Requirements



Have a bird-of-paradise plant in the garden.

Resident Requirements



Have one banana tree in the garden.



Has eaten 10 bananas.

Romance Requirements



Has eaten three bird-of-paradise seeds.



Has eaten one orchid seed.



Is wearing an eye patch.



Have a pirate statue in the garden.



There is a Parrybo house in the garden.

PIÑATA PLANS

- There's a lot to do! Begin by growing banana trees around Gardener Level 30 so you have plenty when the Parrybo arrives. Buy more bananas, and grow bird-of-paradise flowers now!
- You can't romance until Level 35, when you can buy the orchid seed (from Costolot's) and the Blackeye Patch (from Paper Pets). The pirate statue is available at Level 30.
- Continue romancing until Gardener Level 37, when the oak seed is available and the last variant is possible.

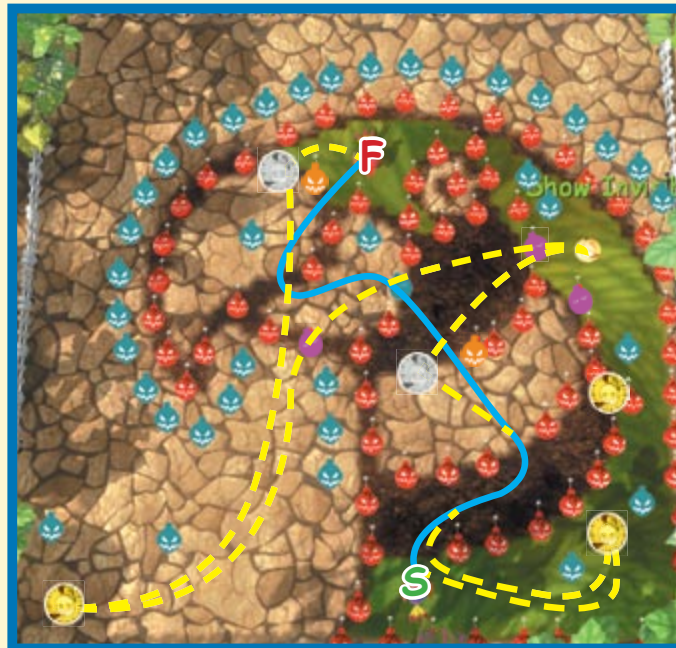
PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

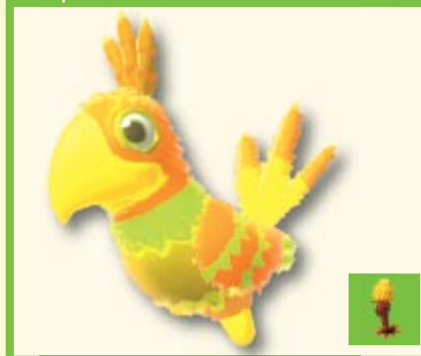
- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one Venus Piñata trap flower.



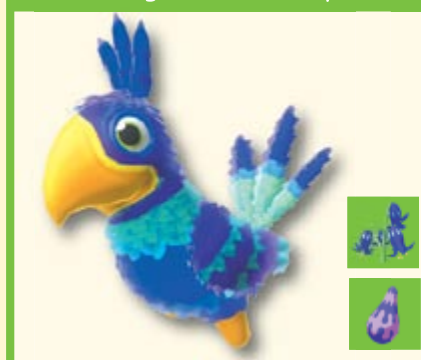
Variant 2 Requirements

Has eaten one oak tree seed and one Cheese (tinkered milk).



Variant 3 Requirements

Has eaten one bluebell flower and one nightshade berry.



Pigxie



There is something very, very wrong here. I think this is a lesson in right and wrong for us all. That nagging voice in your head sometimes gets it right!

REQUIREMENTS

Appear Requirements



A Pigxie is an evolved Piñata of sorts! It only appears and visits when you evolve it from a Rashberry and a Swanana.

Resident Requirements



Have successfully romanced a Rashberry and Swanana.



Have a mystery house in the garden.

Romance Requirements



Has eaten two bullrush flowers.



Has eaten two acorns.



Is wearing tap shoes.



Have a garden worth 10,000 chocolate coins.



There is a Pigxie house in the garden.

NOTES

Animal Type	Flying pig
Attack Style	Flying goggles and skull cap (Biggles)
Level	8
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost	360 coins

HOUSE

Build Time	Build Cost	Sell Cost
80 seconds	1,980 coins	1,800 coins



WARNING!

Keep away from the Rashberry and Swanana! These Piñatas and the Pigxie fight each other.

PIÑATA PLANS

- Complete the Swanana requirements first, then purchase a Rashberry from Paper Pets, ideally having romanced them already. Willy Builder now sells a mystery house. This is the Pigxie house.
- Purchase joy candy from Ivor Bargain, and romance the Swanana and Rashberry using romance candy. When the offspring hatches, all three fight! Pack or sell the Pigxie. Note it loves being watered.
- Bring the Pigxie to another garden. Check the garden status in your Journal for its value. Don't romance the Pigxie until you reach Gardener Level 37 and can buy oak seeds (acorns).

PIÑATA PROVIDENCE

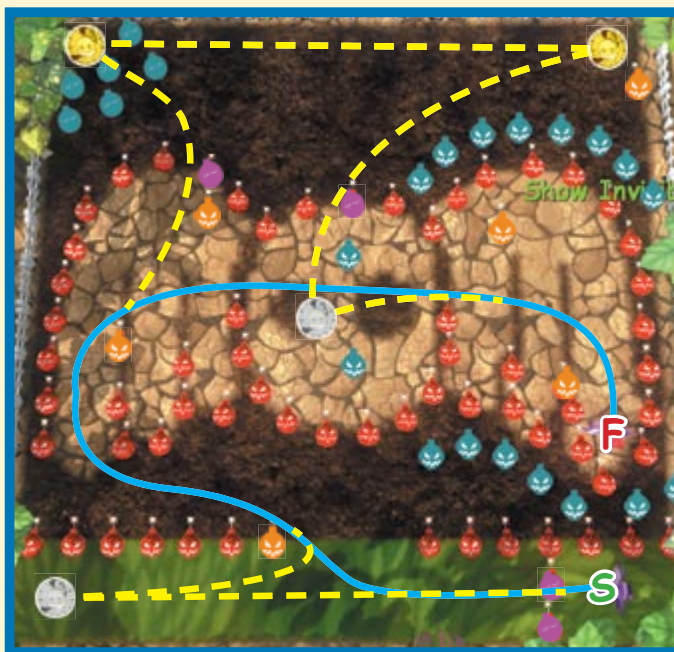


One Resident Pigxie eaten by a Sour Mallowolf helps the Mallowolf's resident requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell seed.



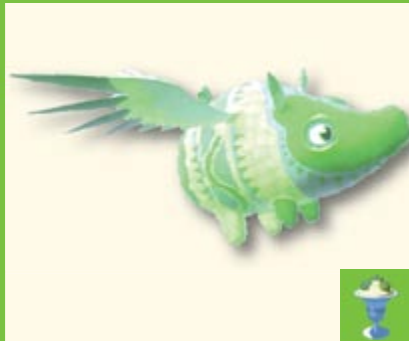
Variant 2 Requirements

Has eaten one water lily flower, one poppy flower, and one gem tree seed.



Variant 3 Requirements

Has eaten one gooseberry fool.



Ponocky



Clippety, cloppety. Little hooves tapping on the ground, the swish of a well-combed tail, and a gentle snort. What garden is complete without a Ponocky?



NOTES

Animal Type	Pony
Attack Style	Sugar lumps
Level	6
Base Value	2,100 coins
Paper Pets Piñata Price*	2,310 coins
Doc Patchingo Heal Cost	210 coins

*The Ponocky is a domestic Piñata and isn't caught; it is bought.

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	1,155 coins	1,000 coins



REQUIREMENTS

Appear Requirements



Reach Gardener Level 20; purchase from Paper Pets.

Visit Requirements



The Ponocky is a domestic Piñata and doesn't visit; you choose it.

Resident Requirements



The Ponocky is a domestic Piñata and automatically resides when you buy one.

Romance Requirements



Is wearing a bow (on its tail).



Has eaten one piece of Carrot Cake (tinkered carrot).



Have any 10 flowers in the garden.



Have 300 square pinometers of grass in the garden (30 percent)



There is a Ponocky house in the garden.

WARNING!

Keep away from the Horstachio and Zumbug! These Piñatas and the Ponocky fight each other!

PIÑATA PLANS

- Looking after a Ponocky is more work than you think; purchase one at Gardener Level 20. Fortunately, you have all the necessary items you need; plant any 10 flowers you like.
- The tail bow is available at Paper Pets. When you're romancing, and in general, keep your Ponockies away from other Piñatas; unless they are overjoyed (maximum Happiness), they start fights!
- Feed them joy candy from Ivor Bargain to prevent fights, and when you have a Horstachio visit, separate them with a fence. The same goes for a Zumbug (an evolution of the Horstachio).

PIÑATA PROVIDENCE

- One Resident Ponocky helps meet your Horstachio visit requirements.
- One Resident Ponocky helps meet your Horstachio resident requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one water lily flower.



Variant 2 Requirements

Has eaten one bluebell seed.



Variant 3 Requirements

Has eaten one loaf of Bread (tinkered corn).



Pretztail

Well known for being sneaky and crafty, this animal likes to lurk about after the sun goes down. The Pretztail is a small predator, and you can keep one in your garden without him being too much of a pest.



NOTES

Animal Type	Fox
Attack Style	Bugles
Level	3
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost	60 coins

HOUSE

Build Time	Build Cost	Sell Cost
30 seconds	330 coins	300 coins

REQUIREMENTS

Appear Requirements



Nighttime in the garden.

Visit Requirements



Have one Cluckles in the garden.

Or

Have one Bunnycomb in the garden.

Resident Requirements



Has eaten one Cluckles.

Or

Has eaten one Bunnycomb.

Romance Requirements



Has eaten one Quackberry.



There is a Pretztail house in the garden.

PIÑATA PLANS

- The Pretztail visits you at night; be sure you have one or more Cluckles (bought from Paper Pets) or Bunnycombs (attracted by sown grass and carrots) for him to nibble on!
- The Pretztail is a nocturnal Piñata; romance them during the night. Attract a Quackberry first; grow corn and dig a pond when you receive a pond shovel head (Gardener Level 7).
- Wait to obtain variants until Gardener Levels 14 (gooseberry) or 18 (water lily). Also fence in your Pretztails or they will eat Cluckles, Bunnycombs, and Quackberries!

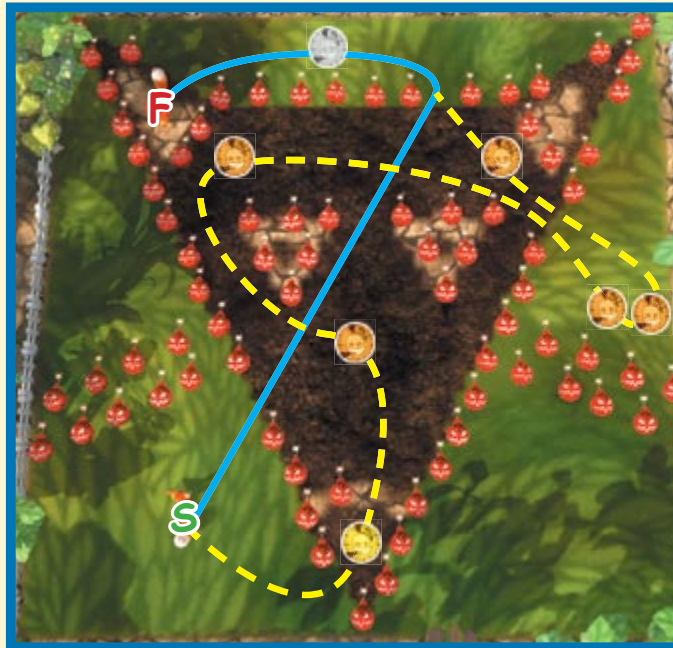
PIÑATA PROVIDENCE

This Piñata doesn't help attract any other Piñata types to your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one water lily flower.



Variant 2 Requirements

Has eaten one gooseberry fool.



Variant 3 Requirements

Has eaten one bluebell flower.



Profitamole



All that time spent underground has deteriorated the Profitamole's eyes so they can barely see. This has probably saved the species, because, let's face it, Profitamoles don't look too hot.

REQUIREMENTS

Appear Requirements



Have one Resident Profitamole in the garden.

Visit Requirements



Have four Arocknid residents in the garden.

Resident Requirements



Has eaten two Arocknids.

Romance Requirements



Is wearing Bottles' Glasses



Has eaten three carrots.



There is a Profitamole house in the garden.

NOTES

Animal Type	Mole
Attack Style	Pickaxe
Level	5
Base Value	1,600 coins
G. Fetchem's Standard Hunt	1,600 coins
G. Fetchem's Express Hunt	3,200 coins
Doc Patchingo Heal Cost	160 coins

HOUSE




Build Time	Build Cost	Sell Cost
50 seconds	825 coins	800 coins




NOTE

For information on the Sour Profitamole, consult the "Sour Piñatas" section of this chapter.

PIÑATA PLANS









-  Tame a Sour Profitamole first. At Gardener Level 19, the Sour Profitamole appears and visits. Feed it a red Flutterscotch and make sure you have two mushrooms growing.
-  When a Profitamole becomes tame, feed it Arocknids until it romances. Plant carrots and buy Bottles' Glasses from Paper Pets.
-  To succeed in the straightforward romance requirements, have an Arocknid house or the coins to purchase two Arocknids from Gretchen.

PIÑATA PROVIDENCE

-  The Profitamole has a special ability! If your garden has a mine, the Profitamole will happily remove the unwanted piles of dirt left by the mine excavation. Place the Profitamole's home nearby.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one water lily seed.



Variant 2 Requirements

Has eaten one watercress flower.



Variant 3 Requirements

Has eaten one nightshade seed and one bluebell seed.



Pudgeon



All Pudgeons are fitted with state-of-the-art GPS tracking systems, so, like a feathery boomerang, they always come back. Take them on holiday, load them up with duty-free and avoid hassle with the customs.

NOTES

Animal Type	Pigeon
Attack Style	Letters
Level	6
Base Value	2,100 coins
Paper Pets Piñata Price*	2,310 coins
Doc Patchingo Heal Cost	231 coins

*The Pudgeon is a domestic Piñata and isn't caught; it is bought!

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	1,155 coins	1,050 coins



REQUIREMENTS

Appear Requirements



Reach Gardener Level 18; purchase from Paper Pets.

Visit Requirements



The Pudgeon is a domestic Piñata and doesn't visit; you choose it.

Resident Requirements



The Pudgeon is a domestic Piñata and automatically resides when you buy one.

Romance Requirements



Has a camera (the Reporter's Camera).



Has eaten two ears of corn.



Has eaten one snapdragon seed.



Have a pirate statue in the garden.



There is a Pudgeon house in the garden.

PIÑATA PLANS









- Wait until Gardener Level 30 to start seriously raising Pudgeons. Although you can buy them at Level 18, you can't romance them until the pirate statue is available from Costolot's, which is at Level 30.
- If you're raising Buzzenges, it is better to purchase four Pudgeons and have the Buzzenges eat them than to raise them for this purpose. All variants are easy to raise after you reach Level 30.
- Pudgeons are filthy creatures, and they leave "little presents" throughout your garden. Clean up this poop by turning it over with your shovel.

PIÑATA PROVIDENCE

- Two Resident Pudgeons eaten by a Buzzenge help the Buzzenge's resident requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one gooseberry seed.



Variant 2 Requirements

Has eaten one jar of Jam (tinkered blackberry).



Variant 3 Requirements

Has eaten one bluebell flower.



Quackberry



"Jack of all trades, master of none" describes the Quackberry perfectly. It can walk, fly, and swim, but not particularly well. It just can't lose that waddle.

REQUIREMENTS

Appear Requirements



You have 30 square pinometers of water (3 percent).

Visit Requirements



Have one corn plant in the garden.



Have 40 pinometers of water (4 percent).

Resident Requirements



Have 40 pinometers of water (4 percent).



Has eaten one piece of bread.

Romance Requirements



Has eaten two bluebells.



Have 40 pinometers of water (4 percent).



There is a Quackberry house in the garden.

NOTES

Animal Type	Duck
Attack Style	Anchor
Level	4
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost	100 coins

HOUSE




Build Time	Build Cost	Sell Cost
40 seconds	550 coins	500 coins







WARNING!

Keep away from the Juicygoose and Swannana! These Piñatas and the Quackberry fight each other! The Quackberry is afraid of, waddles away from, and is eaten by the Pretztail.

PIÑATA PLANS











-  The Quackberry is easy to attract after you get the pond head shovel (Gardener Level 7). Dig a pond, plant corn, and leave the ears of corn on the ground for the Quackberry.
-  When it visits, pour water on the Quackberry to easily raise its Happiness, then tinker an ear of corn to make Bread. Plant bluebells and begin to romance multiple Quackberries.
-  The Quackberry, Juicygoose, and Swanana fly and fight, so fences are useless; sell one or more of the species. For variants, wait until Levels 18 (water lily) and 31 (bird-of-paradise) for seeds to become available.

PIÑATA PROVIDENCE

-  Five Resident Quackberries help meet your Coadile visit requirements.
-  Three Resident Quackberries eaten by a Coadile help the Coadile's resident requirements.
-  One Resident Quackberry eating a gooseberry helps your Juicygoose's evolve requirements.
-  One Resident Quackberry eaten by a Pretztail helps the Pretztail's romance requirements.

ROMANCE MAZE

LEGEND

-  Start point
-  Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell seed.



Variant 2 Requirements

Has eaten one bird-of-paradise seed.



Variant 3 Requirements

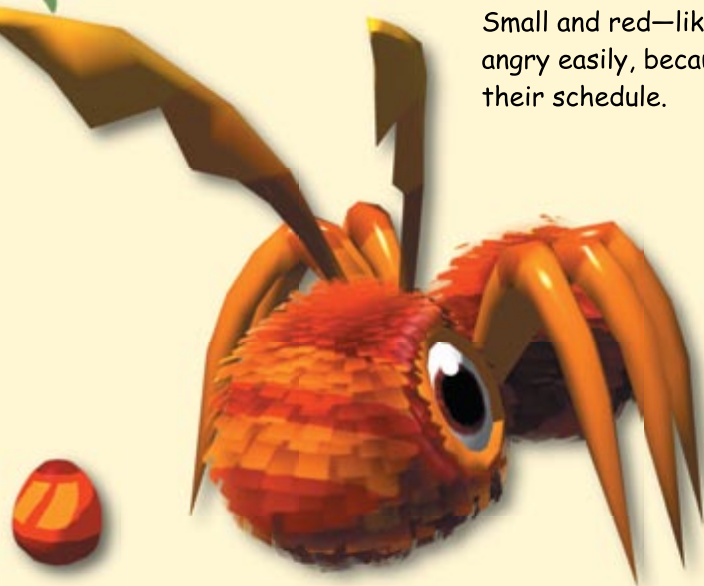
Has eaten one water lily flower.



Raisant



Small and red—like little buses, but with legs...and antennae. Raisants can get angry easily, because they don't understand why other animals want to ruin their schedule.



NOTES

Animal Type	Ant
Attack Style	Dumbbells
Level	4
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost	100 coins

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	550 coins	500 coins



REQUIREMENTS

Appear Requirements



You are Gardener Level 4 or better.

Visit Requirements



Have one fruit tree of any kind in the garden.

Resident Requirements



Has eaten three fruit of any kind.

Romance Requirements



Has eaten one jar of honey.



There is a Raisant house in the garden.

WARNING!

Keep away from the Buzzlegum! This Piñata and the Raisant fight each other.

PIÑATA PLANS

- When raising Raisants, position their habitat well away from any Buzzlegums (or purchase the honey from Costolot's store to avoid the conflict between the Piñatas). When raising them, use apples, which are the cheapest fruit.
- Raisants are important enough to be eaten by several other Piñatas, so check the requirements for the Arocknid, Dragumfly, Newtgat, and Fizzlybear before you raise Raisants.
- Raisants can climb trees. The variants of Raisants don't come until Levels 13 (when you can buy the sunflower seed) and 18 (when you can buy the water lily seed).

PIÑATA PROVIDENCE

- Four Resident Raisants (or four Resident Tafflies) help meet your Arocknid visit requirements.
- Two Resident Raisants (or two Resident Tafflies) eaten by an Arocknid help the Arocknid's resident requirements.
- One Resident Raisant eaten by a Dragumfly helps the Dragumfly's romance requirements.
- Two Resident Raisants eaten by a Fizzlybear help the Fizzlybear's romance requirements.
- One Resident Raisant eaten by a Newtgat helps the Newtgat's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - -** Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one sunflower.



Variant 2 Requirements

Has eaten one bluebell seed and one blackberry.



Variant 3 Requirements

Has eaten one water lily flower.



Rashberry



Round and wobbly, pink and jolly, a Rashberry is an animal that hasn't realized just how tasty it looks. When it's scared, it makes a cool squealing noise, which only encourages cruel people.



NOTES

Animal Type	Pig
Attack Style	Chef's hat
Level	5
Base Value	1,500 coins
Paper Pets Piñata Price*	1,650 coins
Doc Patchingo Heal Cost	150 coins

*The Rashberry is a domestic Piñata and isn't caught; it is bought!

HOUSE

Build Time	Build Cost	Sell Cost
50 seconds	825 coins	750 coins



REQUIREMENTS

Appear Requirements



Reach Gardener Level 12; purchase from Paper Pets.

Visit Requirements



The Rashberry is a domestic Piñata and doesn't visit; you choose it.

Resident Requirements



The Rashberry is a domestic Piñata and automatically resides when you buy one.

Romance Requirements



Has eaten one rotten hazelnut.



Has eaten one rotten chili.



Has eaten one rotten gooseberry.



There is a Rashberry house in the garden.

WARNING!

Keep away from the Pigxie! This Piñata and the Rashberry fight each other.

PIÑATA PLANS

- Wait until Gardener Level 14 to start seriously raising Rashberries, as this is when you can purchase the gooseberry seeds you need. Increase their Happiness by watering them.
- The romance requirements indicate feeding them rotten items. Simply grow the hazelnut, chili, and gooseberry, and then tap (don't whack!) the fruit with your shovel (X).
- You may wish to wait until Garden Level 27 (when the Swanana visits), and raise both species. You need a Rashberry and a Swanana to romance to create the hideous Pigxie!

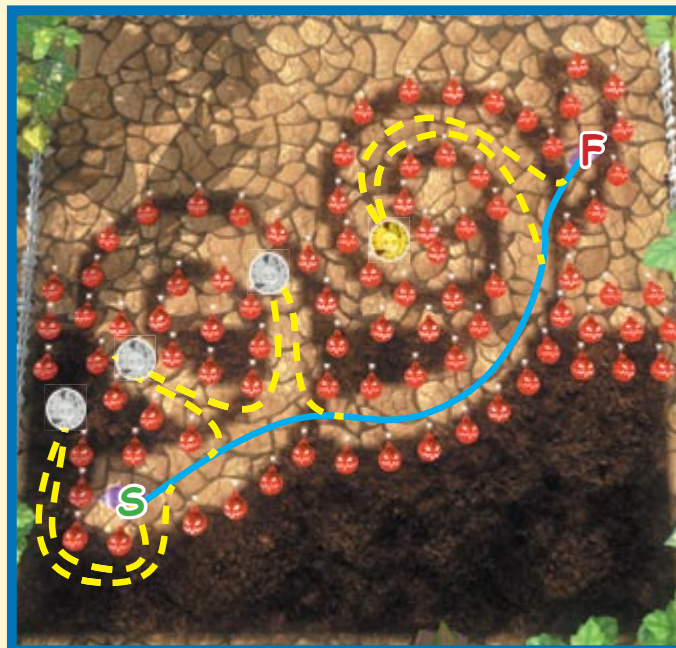
PIÑATA PROVIDENCE

- One Resident Rashberry romancing a Swanana helps your Pigxie evolve requirements.
- Six Resident Rashberries help meet the Mallowolf visit requirements.
- Three Resident Rashberries eaten by a Mallowolf help the Mallowolf's resident requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one poppy seed.



Variant 2 Requirements

Has eaten one watercress seed.



Variant 3 Requirements

Has eaten one nightshade berry.



Reddhott



Imagine scorching the furniture when you sit on it. Imagine having to move every few seconds unless the ground underneath you sets alight. What kind of life is that? Who is responsible for this?



NOTES

Animal Type	Firefly
Attack Style	Candles
Level	6
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost	210 coins

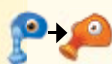
HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	1,155 coins	1,050 coins



REQUIREMENTS

Appear Requirements



A Reddhott is an evolved Piñata. It only appears and visits when you evolve it from a Taffly.

Resident Requirements



Set a Taffly on fire (firebrand item), then quickly douse it with the watering can.

Romance Requirements



Has eaten three chilies.



Have three lights of any kind in the garden.



There is a Reddhott house in the garden.

WARNING!

Keep away from the Arocknid and Dragumfly! These Piñatas and the Reddhott fight each other!

PIÑATA PLANS

- Tafflies are easy to attract; purchase the firebrand (and two glow rocks if you wish to romance Reddhotts), direct a Taffly into the firebrand, then douse it with water from your can before it gets sick.
- Although you must romance two Reddhotts for your romance reward, the Master Romancer, you can make some serious coinage by raising Tafflies and evolving them instead.
- Sell Reddhotts to Costolot to make loads of coin early in your garden. It takes up to Level 18 (when the water lily seed is available) to gain all variants. Build Taffly/Reddhott habitats away from Arocknids and Dragumflies.

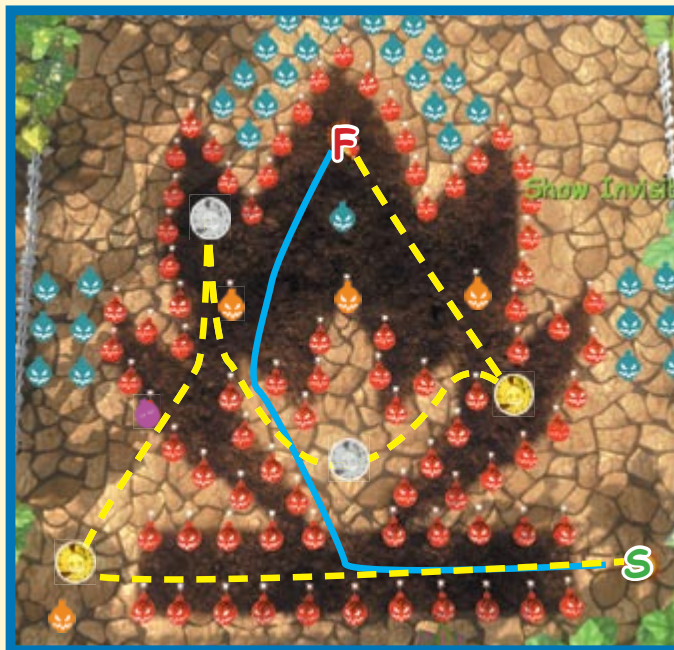
PIÑATA PROVIDENCE

- One Resident Reddhott eaten by a Dragonache helps the Dragonache's maturing requirements.
- One Resident Reddhott beaten by a Dragumfly in a fight helps the Dragumfly's resident requirements.
- One Resident Reddhott eaten by a Salamango helps the Salamango's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one water lily flower.



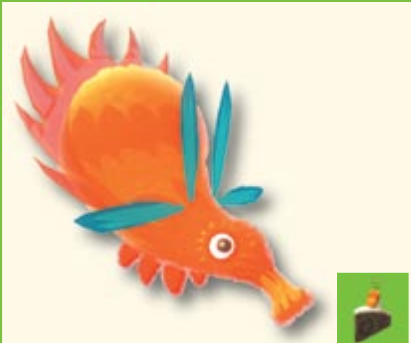
Variant 2 Requirements

Has eaten one bluebell seed.



Variant 3 Requirements

Has eaten one Carrot Cake (tinkered carrot).



Roario



What makes a King of Beasts? Big hair, a heroic jaw line, physical strength, and occasionally snacking on your subjects.



NOTES

Animal Type	Lion
Attack Style	African tribal mask
Level	10
Base Value	5,500 coins
G. Fetchem's Standard Hunt	5,500 coins
G. Fetchem's Express Hunt	11,000 coins
Doc Patchingo Heal Cost	550 coins

HOUSE

Build Time	Build Cost	Sell Cost
100 seconds	3,025 coins	2,750 coins



REQUIREMENTS

Appear Requirements



You are Gardener Level 38 or better.

Visit Requirements



Have five Doenut residents in the garden.



Have five Zumbug residents in the garden.



Your garden is worth 40,000 chocolate coins.

Resident Requirements



Has eaten two Doenuts.



Has eaten two Zumbugs.



Your garden is worth 50,000 chocolate coins.

Romance Requirements



Is wearing a crown.



Your garden is worth 60,000 chocolate coins.



Has eaten a Piñata worth 4,500 chocolate coins



There is a Roario house in the garden.

PIÑATA PLANS

- Roarios are available only after Level 38. Before this, become a Master Romancer of Doenuts, and keep at least five in your garden at all times.
- Raise a Horstachio, feed it a blackberry and a daisy so it evolves into a Zumbug, and become a Master Romancer of Zumbugs. Keep at least five in your garden at all times.
- Check your garden value in the Journal. Buy the crown from Paper Pets, then choose an expensive Piñata (such as the Galagoogoo) or accessorize a Zumbug until it is worth 4,500 coins.

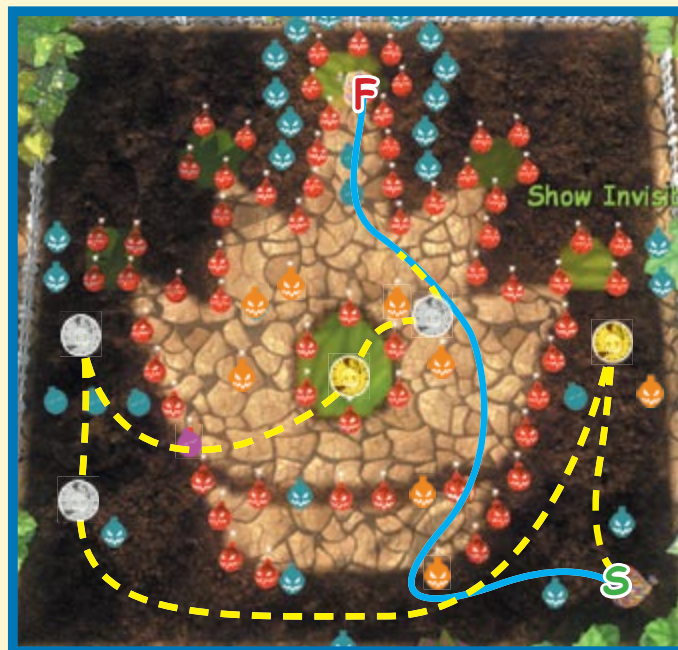
PIÑATA PROVIDENCE

Congratulations! This is the most powerful Piñata that comes to visit you under normal circumstances; you're king of the Piñata wranglers if you can coax him into your garden.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



WARNING!

Keep away from the Barkbark! This Piñata and the Roario fight each other. The Roario is a fearsome beast and may frighten other Piñatas.

VARIANTS

Variant 1 Requirements

Has eaten one bluebell seed.



Variant 2 Requirements

Has drunk one bottle of Medicine (tinkered honey).



Variant 3 Requirements

Has eaten one sunflower seed.



Salamango



Do you like curry? Really, really hot? Now imagine that ALL THE TIME. Goodness knows how this affects bodily functions!



NOTES

Animal Type	Salamander
Attack Style	Burning matches
Level	8
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost	280 coins

HOUSE

Build Time	Build Cost	Sell Cost
80 seconds	1,540 coins	1,400 coins

REQUIREMENTS

Appear Requirements



A Salamango is an evolved Piñata. It only appears and visits when you evolve it from a Newtgat.

Resident Requirements



Feed a Newtgat one chili.

Romance Requirements



Has eaten one Reddhott.



Has eaten two chili seeds.



There is a Salamango house in the garden.

WARNING!

Keep away from the Lackatoad! This Piñata and the Salamango fight each other.



PIÑATA PLANS

- At Gardener Level 11, if you're already raising Newtgats, make sure you're also raising Reddhotts (evolved Tafflies)—in a faraway part of the garden so they don't fight!
- Grow a chili and feed it to a Newtgat to evolve it. Romance two Salamangos for your romance reward. For the Master Romancer, and some serious coinage, keep raising Newtgats and evolving them instead.
- Sell Salamangos to Costolot. It takes up to Level 26 (when the banana seed is available) to gain all variants. Build Newtgat/Salamango habitats away from Lickatoads and Lackatoads.

PIÑATA PROVIDENCE

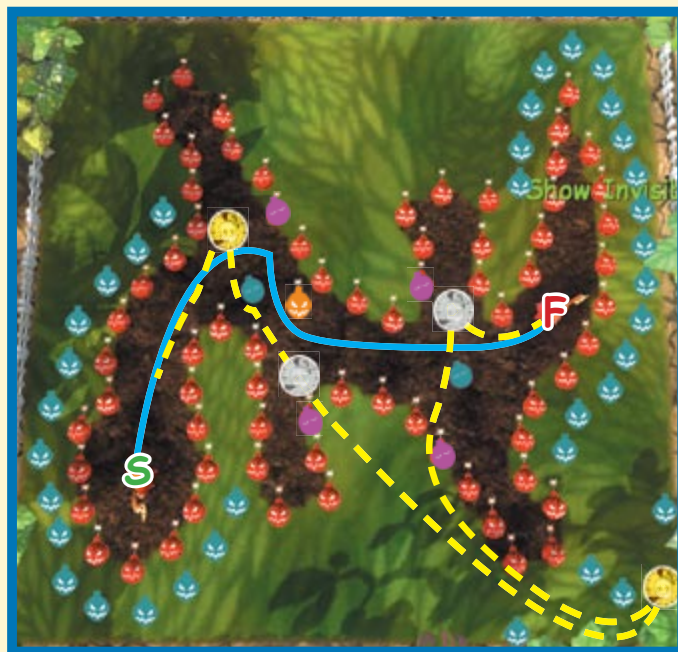


One Resident Salamango eaten by a Dragonache helps the Dragonache's maturing requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one banana.



Variant 2 Requirements

Has eaten one gooseberry.



Variant 3 Requirements

Has drunk one bottle of milk and eaten one nightshade seed.



Shellybean

Now, I'm all for security, but surely the Shellybean goes a step too far. It has a shell house on its back, and it needs another house to sleep in at night. Just imagine them all inside, not talking to each other, curled up in their individual shells.



NOTES

Animal Type	Snail
Attack Style	Stopwatch
Level	3
Base Value	600 coins
G. Fetchem's Standard Hunt	600 coins
G. Fetchem's Express Hunt	1,200 coins
Doc Patchingo Heal Cost	60 coins

HOUSE

Build Time	Build Cost	Sell Cost
30 seconds	330 coins	300 coins

REQUIREMENTS

Appear Requirements



Have a resident Shellybean in the garden.

Visit Requirements



Have one thistle in the garden.

Resident Requirements



Has eaten one thistle flower.

Romance Requirements



Has eaten one bluebell seed.



There is a Shellybean house in the garden.

WARNING!

Keep away from the Kittyfloss! This Piñata and the Shellybean fight each other.

NOTE

For information on the Sour Shellybean, consult the "Sour Piñatas" section of this chapter.

PIÑATA PLANS

- 🍏 Tame a Sour Shellybean first. At Gardener Level 4, the Sour Shellybean appears and visits. Feed it one apple seed (not an apple).
- 🍷 When it becomes tame, feed it thistles until it romances. Keep the thistles in a section of garden away from other Piñatas, or they may become sick eating it.
- 🍏 The green Shellybean variant isn't available until Gardener Level 14 (when you can purchase a gooseberry), but taming a Shellybean early means you can stop Sour versions from eating your seeds!

PIÑATA PROVIDENCE

- 🐸 The Shellybean has a special ability! Target one, direct it to a group of weeds, and pick the weeds you want removed; the Shellybean is then happy to eat them! This means you don't need to hire a Weedling.
- 🐸 Two Resident Shellybeans eaten by a Crowla helps the Crowla's Romance Requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- 🥇 Bronze coin (1)
- 🥈 Silver coin (5)
- 🥇 Gold coin (10)
- 🐸 Moving Loather
- 🐸 Sleeping Loather
- 🐸 Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one gooseberry.



Variant 2 Requirements

Has eaten one ear of corn.



Variant 3 Requirements

Has eaten one bluebell flower.



Sherbat

When Piñatas were just evolving, what would become the Sherbat was developing a taste for extreme sports. For a time, it looked like street-pizza extinction. Then one morning, that freak with the sagging armpits became a Sherbat legend!

REQUIREMENTS

Appear Requirements



Have a resident Sherbat in the garden.

Visit Requirements



Have three Mothdrop residents in the garden.

Resident Requirements



Has eaten two Mothdrops.

Romance Requirements



Has eaten one tulip flower.



There is a Sherbat house in the garden.

NOTES

Animal Type	Bat
Attack Style	Headphones
Level	4
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost	100 coins

HOUSE

Build Time	Build Cost	Sell Cost
40 seconds	550 coins	500 coins

NOTE

For information on the Sour Sherbat, consult the "Sour Piñatas" section of this chapter.

PIÑATA PLANS

- Tame a Sour Sherbat first. At Gardener Level 10, the Sour Sherbat appears and visits. Feed it a single Jack 'o' Lantern (a tinkered pumpkin) to tame it.
- When taming your first Sherbat, be sure you're also raising Mothdrops; feed it Mothdrops until it romances.
- The red Sherbat variant isn't available until Gardener Level 11 (when you can purchase a chili seed), and the yellow variant until Gardener Level 13 (sunflower seed).

PIÑATA PROVIDENCE



The Sherbat has a special ability! Target one and direct it to Dastardos when he arrives to whack a sick Piñata; the Sherbat dances for him, distracting and slowing him down. This unlocks Achievement #47: Sherbat Dance.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one chili seed.



Variant 2 Requirements

Has eaten one sunflower seed.



Variant 3 Requirements

Has eaten one bluebell seed.



Sparrowmint



If someone told you they had never seen a Sparrowmint, they must have never opened their eyes or been green with a ray gun. Now if only there was a good use for them.



NOTES

Animal Type	Sparrow
Attack Style	Arrows
Level	2
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost	30 coins

HOUSE

Build Time	Build Cost	Sell Cost
20 seconds	165 coins	150 coins



REQUIREMENTS

Appear Requirements



Have one Whirlm resident in the garden.

Visit Requirements



Have two Whirlms resident in the garden.

Resident Requirements



After two Whirlms have romanced.

Romance Requirements



Has eaten one Whirlm.



There is a Sparrowmint house in the garden.

PIÑATA PLANS

- The Sparrowmint is one of the few Piñata you can get to reside without even trying; simply make sure you're romancing Whirlms, and the Sparrowmints arrive quickly.
- These are the first flying Piñatas you encounter; they can maneuver over fences and are sometimes difficult to target. Place their home near the Whirlms so they can easily find them.
- Sparrowmints gain Happiness if you water them. They evolve into Candaries if you feed them a buttercup. Buzzenges love to eat them. All variants are unavailable until you can by the water lily at Level 18.

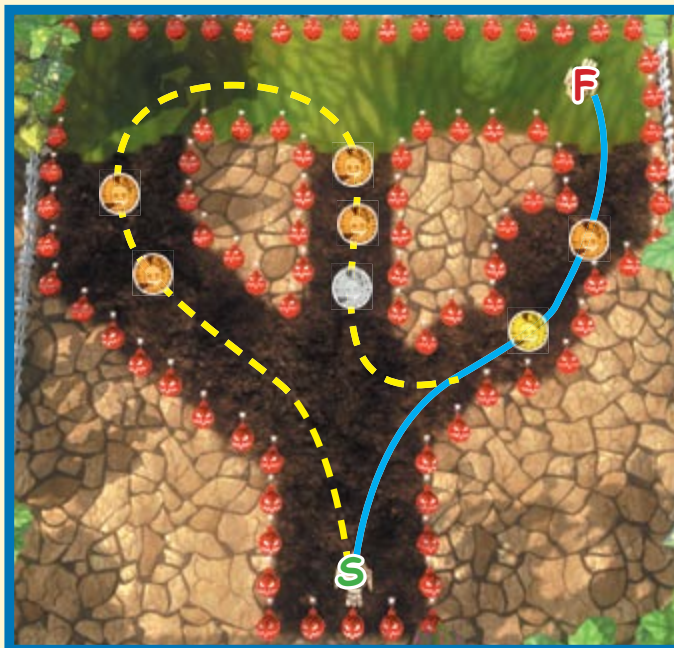
PIÑATA PROVIDENCE

- One Resident Sparrowmint eating a buttercup helps your Candary evolve requirements.
- One Resident Sparrowmint eaten by a Buzzenge helps the Buzzenge's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one thistle flower.



Variant 2 Requirements

Has eaten one water lily flower.



Variant 3 Requirements

Has eaten one watercress flower.



Squazzil



No matter what has happened—disaster, illness, family tragedy—Squazzils are always bright-eyed and bushy-tailed. It can get really annoying.



NOTES

Animal Type	Squirrel
Attack Style	Conkers
Level	4
Base Value	1,000 coins
G. Fetchem's Standard Hunt	1,000 coins
G. Fetchem's Express Hunt	2,000 coins
Doc Patchingo Heal Cost	100 coins

HOUSE

Build Time	Build Cost	Sell Cost
40 seconds	550 coins	500 coins



REQUIREMENTS

Appear Requirements



Have any Level 3 Piñatas resident.

Visit Requirements



Have one hazelnut tree in the garden.

Resident Requirements



Has eaten three hazelnuts.

Romance Requirements



Has eaten two blackberries.






There is a Squazzil house in the garden.



WARNING!

The Squazzil is afraid of, scampers away from, and is eaten by the Twingersnap.

PIÑATA PLANS









-  Squazzils are easily attracted to your garden once you reach Gardener Level 9. Plant one or more hazelnut trees (acquired at Level 7), get bonus growth, and buy a few hazelnuts to coax the first Squazzils in.
-  As the tree is growing, plant a couple blackberry bushes (acquired at Level 9) to help with the romance requirement. Place the house near the hazelnut trees so the Squazzils can climb it.
-  Twingersnaps scare Squazzils, so don't have them in the garden (unless you're raising them). Variants are difficult; the last one is unavailable until Level 24 (when you get the snapdragon seed).

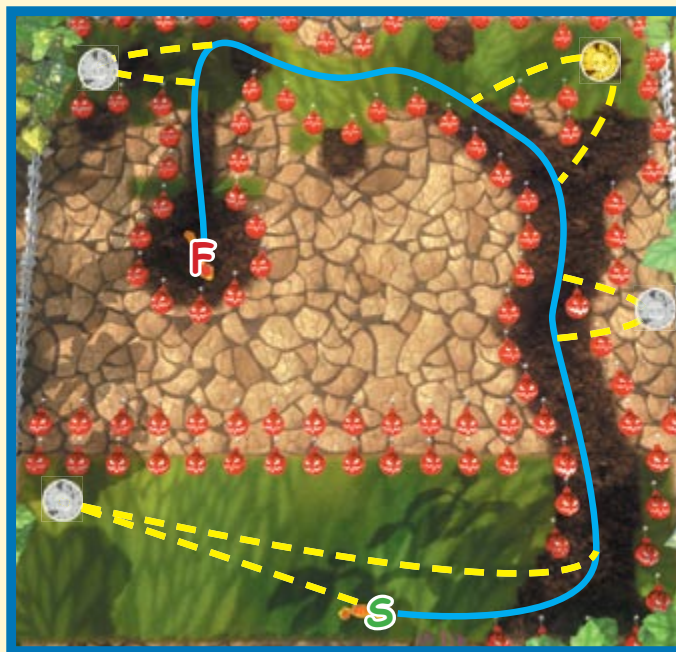
PIÑATA PROVIDENCE

-  One Resident Squazzil eaten by a Badgesicle helps the Badgesicle's romance requirements.
-  One Resident Squazzil eaten by a Twingersnap helps the Twingersnap's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
-  Direct path
-  Money path
-  Bronze coin (1)
-  Silver coin (5)
-  Gold coin (10)
-  Moving Loather
-  Sleeping Loather
-  Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one water lily seed.



Variant 2 Requirements

Has eaten one watercress seed.



Variant 3 Requirements

Has eaten one snapdragon flower.



Swanana

Sophisticated, refined, almost regal, you may think the Swanana is a fine-looking bird, but you'd be wrong. The Swanana prefers the term "gorgeous"!

REQUIREMENTS

Appear Requirements



Have Gardener Level 27 or better.

Visit Requirements



Have 200 square pinometers of water (20 percent).



Garden is worth 20,000 chocolate coins.

Resident Requirements



Have 250 square pinometers of water (25 percent).



Has eaten one Sandwich (tinkered bread).

Romance Requirements



Have a Swanana fountain in the garden.



Is wearing a diamond choker.



Has eaten three water lily flowers.



Have 300 square pinometers of water (30 percent).



There is a Swanana house in the garden.

NOTES

Animal Type	Swan
Attack Style	Lifesaver ring
Level	7
Base Value	2,800 coins
G. Fetchem's Standard Hunt	2,800 coins
G. Fetchem's Express Hunt	5,600 coins
Doc Patchingo Heal Cost	280 coins

HOUSE

Build Time	Build Cost	Sell Cost
70 seconds	1,540 coins	1,400 coins



WARNING!

Keep away from the Juicygoose, Pigxie, and Quackberry. These Piñatas and the Swanana fight each other!

PIÑATA PLANS

- Keep the Swanana away from the Quackberry and Juicygoose (in different gardens). Water it to increase Happiness. To check your garden worth in the Player Awards, go to the Player Status section of your Journal.
- The swan fountain (Level 25) is available from Costolot's store. The Diamond Choker (Level 29) is available from Paper Pets. You need two chokers—one for each Swanana you're romancing.
- When you've established Swananas, purchase a Rashberry from Paper Pets and raise both species. You need a Rashberry and a Swanana to romance to create the hideous Pigxie.

PIÑATA PROVIDENCE

- One Resident Swanana eaten by a Sour Coadile helps the Coadile's taming requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bottle of Medicine (tinkered honey).



Variant 2 Requirements

Has eaten one gooseberry seed.



Variant 3 Requirements

Has eaten one snapdragon flower.





Sweettooth



Sweettooths like playing table tennis. They are surprisingly skillful with their broad paddle-like tails, which they use to return almost any shot you can fire at them. Their lightning-fast reactions make the Sweettooth a formidable foe at the tennis table!

REQUIREMENTS

Appear Requirements



Have Gardener Level 21 or better.

Visit Requirements



Have 120 square pinometers of water (12 percent).



Have one fir tree in the garden.



Have one water lily in the garden.

Resident Requirements



Have 140 square pinometers of water (14 percent).



Has eaten three fir cones.



Has eaten two water lily flowers.

Romance Requirements



Have 140 square pinometers of water (14 percent).



Has eaten three bullrush heads.



There is a Sweettooth house in the garden.

NOTES

Animal Type	Beaver
Attack Style	Handsaws
Level	6
Base Value	2,100 coins
G. Fetchem's Standard Hunt	2,100 coins
G. Fetchem's Express Hunt	4,200 coins
Doc Patchingo Heal Cost	210 coins

HOUSE

Build Time	Build Cost	Sell Cost
60 seconds	1,155 coins	1,050 coins



PIÑATA PLANS

- Make room for a Sweettooth, ideally when you're raising Buzzenges, so you can more easily attract the Eaglair. Or, romance them in a different "water" garden and get Gretchen to fetch them!
- Sweettooths are also good for taming the Sour Coadile; raise them with Quackberries, as they both need a body of water for their requirements. Start by growing fir trees and water lilies.
- It is recommended to wait until Gardener Level 29 when you can purchase bullrush seeds from Costolot's store; you need them to romance Sweettooths. Also, water Sweettooths to increase their Happiness.

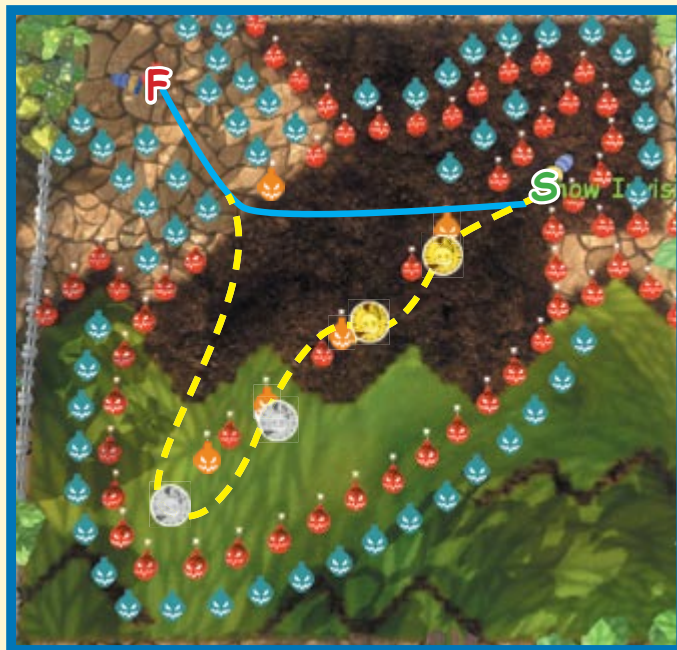
PIÑATA PROVIDENCE

- One Resident Sweettooth eaten by an Eaglair helps the Eaglair's romance requirements.
- One Resident Sweettooth eaten by a Sour Coadile helps the Sour Coadile's taming requirements.

ROMANCE MAZE

LEGEND

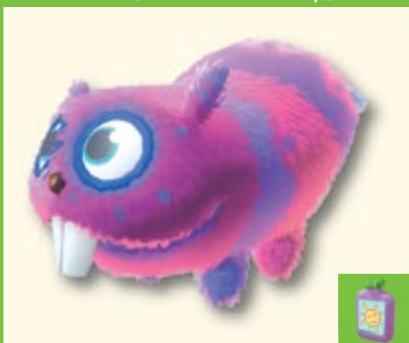
- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has drunk one bottle of Medicine (tinkered honey).



Variant 2 Requirements

Has eaten one sunflower.



Variant 3 Requirements

Has eaten one bluebell flower.



Syrupent



The only thing the Syrupent has in common with the less reputable members of its family is its shape. "What kind of a snake is that?" you may say. The best kind.

REQUIREMENTS

Appear Requirements


 Have 10 square pinometers of grass (1 percent).

Visit Requirements

 Have 10 square pinometers of grass (1 percent).

Resident Requirements


 Have 20 square pinometers of grass (2 percent).

 Has eaten one Mousemallow.

Romance Requirements

 Has eaten one Lickatoad.

 Have 30 square pinometers of grass (3 percent).

 There is a Syrupent house in the garden.

NOTES

Animal Type	Grass Snake
Attack Style	Dice
Level	2
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost	30 coins

HOUSE

Build Time	Build Cost	Sell Cost
20 seconds	165 coins	150 coins



WARNING!

Keep away from the Badgesicle and Mousemallow! These Piñata and the Syrupent fight each other! The Syrupent doesn't dislike but will be attacked constantly by the Sour Bonboon.

PIÑATA PLANS

- The Syrupent is among the first Piñata you attract; simply sprinkle grass seed on the dirt. At the same time, attract the Mousemallows with turnips and Lickatoads with pond-digging.
- Separate the Mousemallow with a fence so they don't fight. Make sure your Syrupent area is away from any Badgesicles too. All variants are easy to obtain as well.
- Note all the Twingersnap requirements. You can evolve a Twingersnap from a Syrupent by whacking a Syrupent's egg when it makes a giant leap after smaller bouncing. You can then evolve the Twingersnap to a Fourheads!

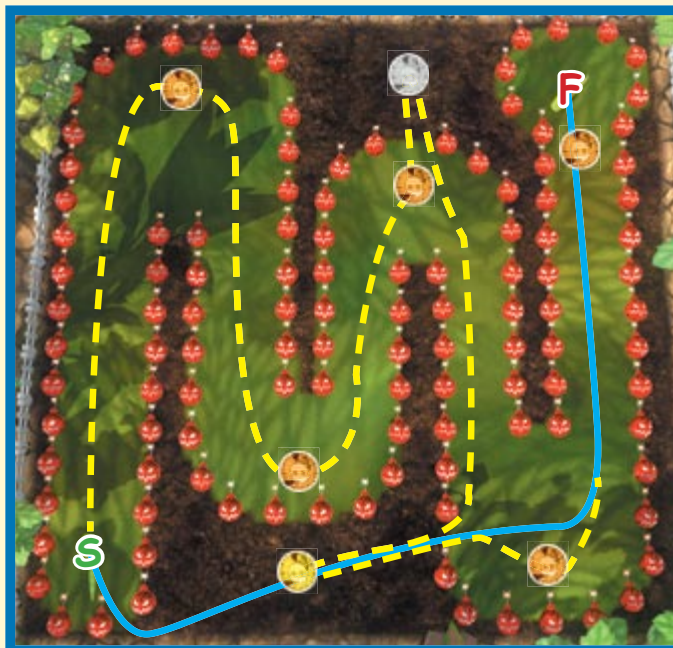
PIÑATA PROVIDENCE

- Five Resident Syrupents (or Twingersnaps, Fourheads, or combinations of the three) help the Macaracoon's visit requirements.
- Three Resident Syrupents eaten by a Macaracoon help the Macaracoon's resident requirements.
- One Resident Syrupent egg whacked (not tapped) when it makes a large bounce after many smaller leaps helps the Twingersnap's evolve requirements.
- One Resident Syrupent winning a fight against a Sour Bonboon helps the Sour Bonboon's resident requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one bluebell seed.



Variant 2 Requirements

Has eaten one buttercup flower.



Variant 3 Requirements

Has drunk one bottle of Medicine (tinkered honey).



NOTE

The Syrupent is the least powerful of the Syrupent family. It is most likely to lose a fight against a Sour Bonboon, unlike the Twingersnap or Fourheads.

Taffly

It's not just the buzzing that's annoying. They can fly and stick to walls, which are cool abilities. How do they use them? By standing on the worst kinds of stuff and then standing on stuff you're eating! Grrrr.



NOTES

Animal Type	Bluebottle
Attack Style	Fly swatter
Level	2
Base Value	300 coins
G. Fetchem's Standard Hunt	300 coins
G. Fetchem's Express Hunt	600 coins
Doc Patchingo Heal Cost	30 coins

HOUSE

Build Time	Build Cost	Sell Cost
20 seconds	165 coins	150 coins



REQUIREMENTS

Appear Requirements



Have any kind of flower in the garden.

Visit Requirements



Have any two flowers in the garden.

Resident Requirements



Has eaten one flower of any kind.

Romance Requirements



Has eaten one poppy.



There is a Taffly house in the garden.

PIÑATA PLANS

- Tafflies are among the first Piñatas you'll attract; simply place poppies around and you'll complete all the requirements. Since Taffly fly, you can't fence them in; watch this when dealing with animosity.
- The variants are all easily obtained; you need to wait until Gardener Level 6 for poison ivy, and Level 9 for blackberries. Raise Arocknids and Lickatoads at the same time for multiple easy requirements.
- Immediately purchase the firebrand from Costolot's store. Then direct a Taffly into the firebrand while dousing it with water. It evolves into a Reddhott; sell these for 2,100 coins each! Keep doing this.

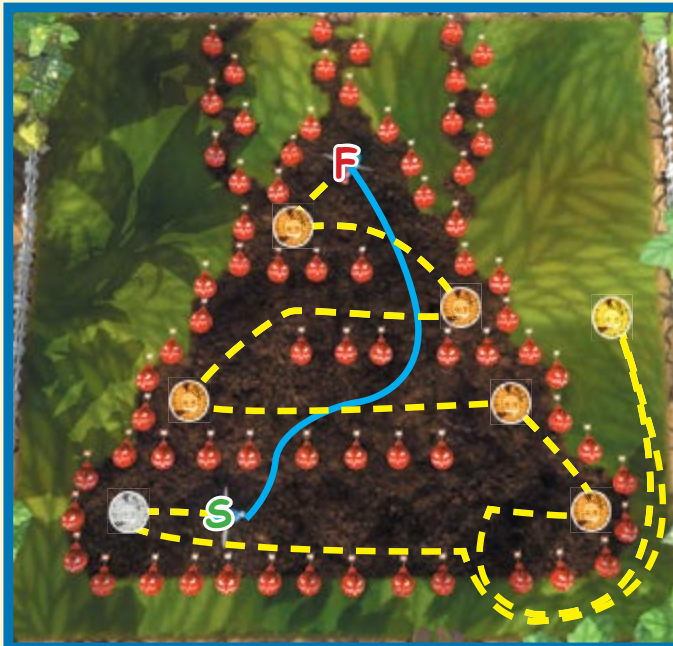
PIÑATA PROVIDENCE

- The Taffly has a special ability! Target one and direct it to any piece of fruit; it chews on it, and its "present" fertilizes the associated plant color. This isn't as straightforward as buying fertilizer, but it's cheaper and unlocks Achievement #43: Taffly Fertilizer.
- One Resident Taffly eaten by a Lickatoad helps the Lickatoad's resident requirements.
- Four Resident Tafflies (or four Resident Raisants) help the Arocknid's visit requirements.
- Four Resident Tafflies (or four Resident Raisants) eaten by an Arocknid help the Arocknid's resident requirements.
- One Resident Taffly flown into a firebrand, then doused with your watering can helps the Reddhott's evolve requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one poison ivy flower.



Variant 2 Requirements

Has eaten one buttercup seed.



Variant 3 Requirements

Has eaten one blackberry seed.



Twingersnap



When it comes to improving something, it's obvious that two is twice as good as one. This is the next step in Syrupent evolution. But they aren't just two heads—the left head is touch sensitive too!

REQUIREMENTS

Appear Requirements



A Twingersnap is an evolved Piñata. It only appears and visits when you evolve it from a Syrupent.

Resident Requirements



Whack (don't tap) a Syrupent egg when it makes a large leap into the air after several smaller bounces.

Romance Requirements



Has eaten one Squazzil.



Has eaten two poppy seeds.



There is a Twingersnap house in the garden.

NOTES

Animal Type	Boomslang
Attack Style	Poison bottles
Level	5
Base Value	1,500 coins
G. Fetchem's Standard Hunt	1,500 coins
G. Fetchem's Express Hunt	3,000 coins
Doc Patchingo Heal Cost	150 coins

HOUSE

Build Time	Build Cost	Sell Cost
50 seconds	825 coins	750 coins

WARNING!

The Twingersnap frightens away Squazzils. The Twingersnap doesn't dislike any type of Piñata but will be attacked constantly by the Sour Bonboon.

NOTE

The Twingersnap is less powerful than the Fourheads, but more powerful than the Syrupent. The chances the Twingersnap will win a fight against a Sour Bonboon are greater than those of a Syrupent against a Bonboon and less than those of a Fourheads against a Bonboon.

PIÑATA PLANS

- Begin Twingersnap residence plans when you have enough Squazzils for the romance requirements. Squazzils stay away from the garden when Twingersnaps are present, so buy them from Gretchen.
- You must evolve a Twingersnap from a Syrupent by whacking a Syrupent's egg when it makes a giant leap after smaller bouncing. Then romance with a Squazzil and poppy seeds.
- After all this evolving, the variant colors are easy to obtain. Remember that if a Sour Bonboon fights a Twingersnap, he has a chance of losing; tame him!

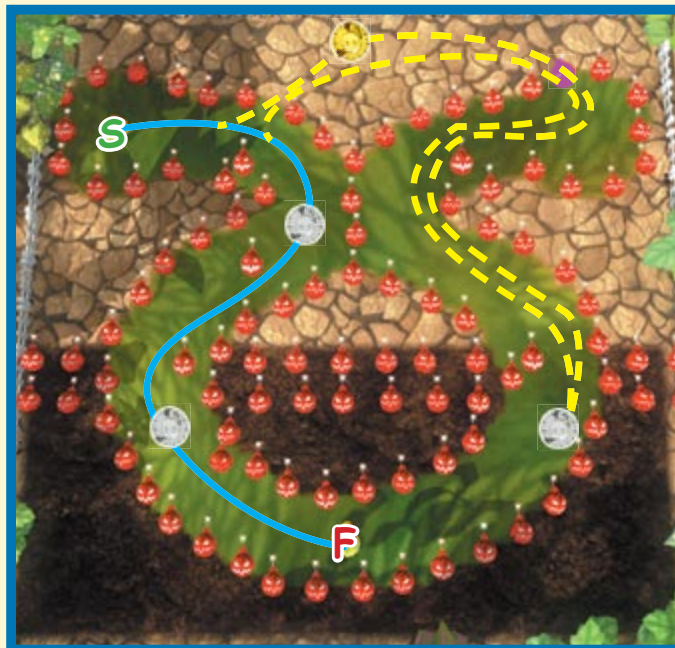
PIÑATA PROVIDENCE

- One Resident Twingersnap egg whacked (not tapped) when it makes a large bounce after many smaller leaps helps the Fourheads' evolve requirements.
- One Resident Twingersnap winning a fight against a Sour Bonboon helps the Sour Bonboon's Resident Requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one snapdragon seed.



Variant 2 Requirements

Has eaten one Venus Piñata trap flower.



Variant 3 Requirements

Has eaten one bottle of Medicine (tinkered honey).



Whirlm



Every garden has to start somewhere, and it's harder to keep Whirlms out than it is to keep them in. Ancient wisdom says, "Whirlms are the foundation of any successful garden." Please don't mistake them for stomach parasites.



NOTES

Animal Type	Worm
Attack Style	Fishhooks
Level	1
Base Value	100 coins
G. Fetchem's Standard Hunt	100 coins
G. Fetchem's Express Hunt	200 coins
Doc Patchingo Heal Cost	10 coins

HOUSE

Build Time	Build Cost	Sell Cost
10 seconds	55 coins	50 coins



REQUIREMENTS

Appear Requirements



Have 10 square pinometers of soil or grass (1 percent).

Visit Requirements



Have 10 square pinometers of soil or grass (1 percent).

Resident Requirements



Have 10 square pinometers of soil or grass (1 percent).

Romance Requirements



Have 10 square pinometers of soil or grass (1 percent).



There is a Whirlm house in the garden.

PIÑATA PLANS

- It is impossible to not attract Whirlms into your garden! You'll always have at least one or two in your garden, even if you ignore them. Shower these in water for Happiness or sell them for quick coinage.
- The Whirlm is the first Piñata you're likely to romance; simply build their home, then target two Whirlms and bring them together.
- They also attract Sparrowmints and Fudgehogs. The variants are a little more difficult; you must wait until Gardener Level 8 for the watercress seeds, and Level 18 for the water lily.

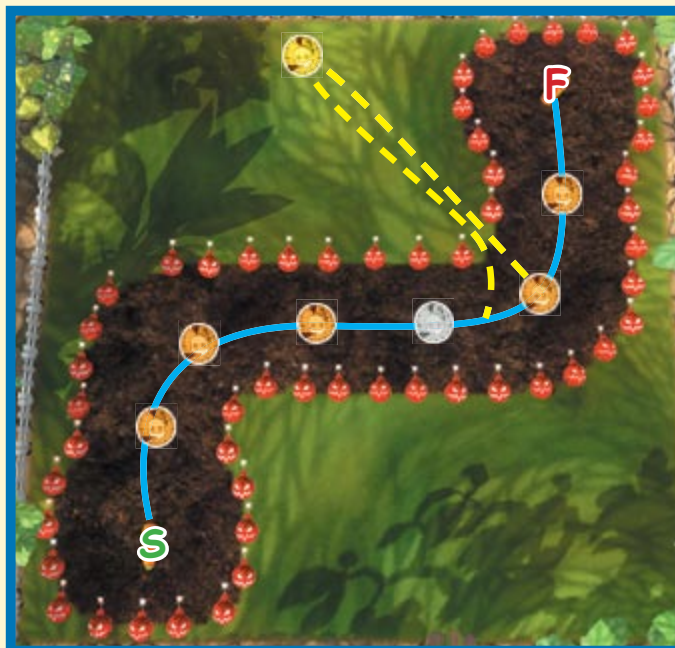
PIÑATA PROVIDENCE

- Four Resident Whirlms help the Fudgehog's visit requirements.
- Two Resident Whirlms eaten by a Fudgehog help the Fudgehog's resident requirements.
- One Resident Whirlm helps the Sparrowmint appear requirements.
- Two romanced Whirlms help the Sparrowmint visit requirements.
- One Resident Whirlm eaten by a Sparrowmint helps the Sparrowmint's romance requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten one turnip.



Variant 2 Requirements

Has eaten one water lily seed.



Variant 3 Requirements

Has eaten one watercress seed.





Zumbug



Exotic, elegant, and with a striking appearance, the Zumbug is so much more than a stripy Horstachio. It's also one of the favorite snacks of jungle predators!

REQUIREMENTS

Appear Requirements



A Zumbug is an evolved Piñata. It only appears and visits when you evolve it from a Horstachio.

Resident Requirements



Feed a Horstachio a blackberry and a daisy flower. It turns into a Zumbug.

Romance Requirements



Have 300 square pinometers of long grass (30 percent).



Has eaten three orchids.



Has eaten one jar of Jam (tinkered blackberry).



There is a Zumbug house in the garden.

NOTES

Animal Type	Zebra
Attack Style	Ball and chain
Level	8
Base Value	3,600 coins
G. Fetchem's Standard Hunt	3,600 coins
G. Fetchem's Express Hunt	7,200 coins
Doc Patchingo Heal Cost	360 coins

HOUSE

Build Time	Build Cost	Sell Cost
70 seconds	1,980 coins	1,800 coins

WARNING!

Keep away from the Chewnicorn, Horstachio, and Ponocky! These Piñatas and the Zumbug fight each other.

PIÑATA PLANS

- Don't raise Zumbugs until you reach Gardener Level 35 and can buy orchid seeds, which you need in order to romance them. Also, buy the long grass seed packet and cover your garden with long grass.
- After you romance two Zumbugs, consider evolving the rest (for your Master Romancer Award) from Horstachios; it is cheaper than eating all those orchid flowers!
- Bring Bart and tinker all the necessary items for romance and the color variants to save time. Separate Zumbugs from any other horse types with a fence; they fight with the Ponocky, Horstachio, and even the Chewnicorn!

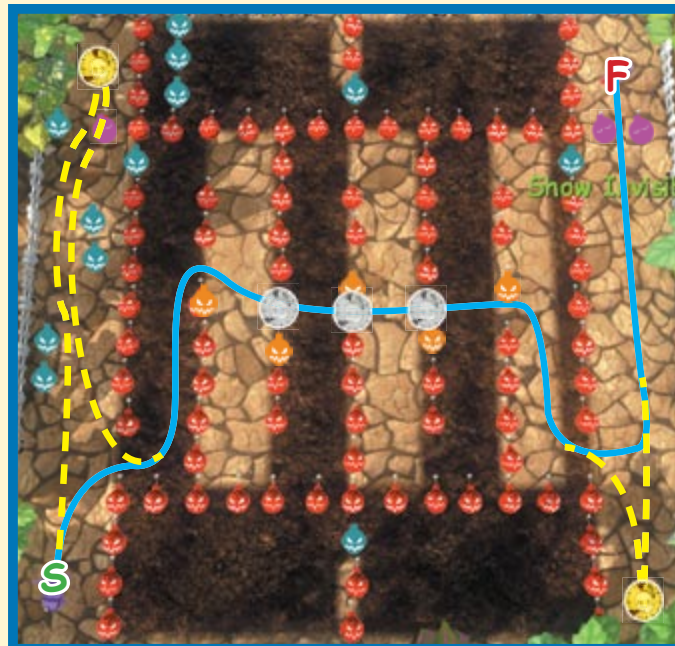
PIÑATA PROVIDENCE

- Five Resident Zumbugs help meet the Roario's visit requirements.
- Two Resident Zumbugs eaten by a Roario help meet the Roario's resident requirements.

ROMANCE MAZE

LEGEND

- S** Start point
- F** Finish point
- Direct path
- - - Money path
- Bronze coin (1)
- Silver coin (5)
- Gold coin (10)
- Moving Loather
- Sleeping Loather
- Invisible Loather



VARIANTS

Variant 1 Requirements

Has eaten 1 bluebell seed.



Variant 2 Requirements

Has eaten one Banana Split (tinkered banana) and one Carrot Cake (tinkered carrot).



Variant 3 Requirements

Has eaten one water lily seed.





Sour Piñatas



A completed Tower of Sour, with all Sour Piñatas banished...



...and all Sour Piñatas welcomed. Turn the Tower of Sour off and on in the Menu options (see the tip below).

Sour Piñatas are annoyances that emerge from your garden's eastern side. Raised by Dastardos and Professor Pester, they enter your garden at various stages based on your *Gardener Level*. They have a specific nasty skill that hinders your gardening, and they cough up sour candy that makes any Piñata sick when they eat it. Tame them, and this hindrance becomes an asset!

Rid yourself of a Sour Piñata by taming it, and it becomes a regular Piñata (detailed in the Prospectus previously). This is also the only way you can get a regular version of this Piñata to appear. You can stop (but not tame) a Sour Piñata by buying a section of the Tower of Sour from Costolot's store, for a large sum of coins. Or, you can tame the Sour Piñata and get the Tower piece for free.



TIP

Turn the Tower of Sour off and on by entering the Menu (X), select Tower of Sour (D), and switch a section off and on with A. The Tower of Sour's Piñata blocks stack in the order you either purchase the blocks or tame the Sour Piñatas.



TIP

If you're trying to attract just one type of Sour Piñata to your garden to tame, buy the Tower of Sour blocks, and switch on all of them except for the animal you want to coax your way.

Sour Bonboon



Dagger-like fangs, a powerful muscled body, and a mean streak as wide as the Congo, it's hard to believe this creature is a member of the cheeky, fun-loving family we call Cinnamonkeys.

REQUIREMENTS

Appear Requirements



You are Gardener Level 34 or better.

Visit Requirements



You are Gardener Level 35 or better.

Taming Requirements



Has lost a fight against a Syrupent.

Or



Has lost a fight against a Twingersnap.

Or



Has lost a fight against a Fourheads.

PIÑATA PROVIDENCE



Banish this Sour Piñata by purchasing the Sour Bonboon Tower of Sour (available at Costolot's store at Gardener Level 36 for 7,920 coins) and switching it on. Or, tame it and receive this piece for free.



When this Sour Piñata is tamed, it becomes a Bonboon.



THE PIÑATA
PROSPECTUS

PIÑATA PLANS

- This Sour Piñata coughs up sour candy that makes any of your Piñatas who eat it sick. It also whispers in the ears of two of your Piñatas and gets them to fight each other!
- Tame it by setting one of the Syrupent family on the Sour Bonboon. The Fourheads is the toughest and stands a good chance. The Twingersnap stands a reasonable chance. The Syrupent stands a low chance.

Sour Coadile



The amount of creatures that disappear through those jagged jaws is quite incredible. A more cruel person might say that the Sour Coadile almost deserves being turned into luggage.



PIÑATA PLANS

- This Sour Piñata coughs up sour candy that makes any of your Piñata who eat it sick. It also attacks any of your helpers, severely reducing their Happiness.
- Tame it by digging over 160 pinometers of water in your garden and feeding the Sour Coadile a Sweettooth and two Swananas.

REQUIREMENTS

Appear Requirements



You are Gardener Level 27 or better.

Visit Requirements



You are Gardener Level 28 or better.

Taming Requirements



Have 160 pinometers of water in your garden (16 percent).



Has eaten one Swanana.



Has eaten one Sweettooth.

PIÑATA PROVIDENCE



Banish this Sour Piñata by purchasing the Sour Coadile Tower of Sour (available at Costolot's store at Gardener Level 29 for 4,620 coins) and switching it on. Or, tame it and receive this piece for free.



When this Sour Piñata is tamed, it becomes a Coadile.

Sour Crowla



Like a bear trap mixed with a bird, the Sour Crowla looks terrifying. I'm not going to tell you that a Sour Crowla is just misunderstood, because it gives me nightmares, but only when I eat too much cheese before I go to bed.

REQUIREMENTS

Appear Requirements



You are Gardener Level 14 or better.

Visit Requirements



You are Gardener Level 15 or better.

Taming Requirements



Have one birdbath in your garden.



Has eaten one bottle of Medicine (tinkered honey).



PIÑATA PROVIDENCE



Banish this Sour Piñata by purchasing the Sour Crowla Tower of Sour (available at Costolot's store at Gardener Level 16 for 3,300 coins) and switching it on. Or, tame it and receive this piece for free.



When this Sour Piñata is tamed, it becomes a Crowla.

PIÑATA PLANS

- This Sour Piñata coughs up sour candy that makes any of your Piñata who eat it sick. It also eats any sick Piñatas that are in your garden.
- Tame it by purchasing a bird-bath (available from Costolot's store at Gardener Level 10 for 330 coins), and leaving a bottle of Medicine (tinkered honey) for it to drink.

Sour Macaraccoon



Banded tail and a dark patch around its eyes, it looks like a sneaky thief. To tell the truth, that's an accurate description.



REQUIREMENTS

Appear Requirements



You are Gardener Level 23 or better.

Visit Requirements



You are Gardener Level 24 or better.

Taming Requirements



Achieve five Master Romancer awards.

Has eaten one Cluckles.

PIÑATA PLANS

- This Sour Piñata coughs up sour candy that makes any of your Piñatas who eat it sick. It also steals any eggs that are waiting to hatch in your garden!
- Tame it by obtaining five Master Romancer Awards for any Piñatas you've raised previously. Purchase a Cluckles from Paper Pets and let the Sour Macaraccoon eat it.

PIÑATA PROVIDENCE



Banish this Sour Piñata by purchasing the Sour Macaraccoon Tower of Sour (available from Costolot's store at Gardener Level 25 for 4,620 coins) and switching it on. Or, tame it and receive this piece for free.



When this Sour Piñata is tamed, it becomes a Macaraccoon.

Sour Mallowolf



Giant, ravenous, and salivating and you should see its mother-in-law! The Sour Mallowolf is a real pest, scaring your residents, eating anything small, fluffy, or cute. How can you get rid of it?



THE PIÑATA
PROSPECTUS

REQUIREMENTS

Appear Requirements



You are Gardener Level 31 or better.

Visit Requirements



You are Gardener Level 32 or better.

Taming Requirements



Has eaten one Pigxie.

PIÑATA PROVIDENCE



Banish this Sour Piñata by purchasing the Sour Mallowolf Tower of Sour (available at Costolot's store at Gardener Level 35 for 6,160 coins) and switching it on. Or, tame it and receive this piece for free.



When this Sour Piñata is tamed, it becomes a Mallowolf.

PIÑATA PLANS

- This Sour Piñata coughs up sour candy that makes any of your Piñata who eat it sick. It also stops you from receiving visitors, like Willy Builder or Bart!
- Tame it by obtaining a Pigxie (romance a Swanana and a Rashberry after buying the mystery house from Willy Builder) and feeding it to the Mallowolf.



Sour Profitamole



Like a furry soil torpedo of doom, the Sour Profitamole rips through the ground leaving a raw channel of destruction behind it.

REQUIREMENTS

PIÑATA PLANS

- This Sour Piñata coughs up sour candy that makes any of your Piñata who eat it sick. It also attacks your flowers, demolishing and ruining them!
- Tame it by growing two mushrooms in your garden and raising one red Flutterscotch (by getting a white Flutterscotch to eat a poppy flower); then feed the red Flutterscotch to the Sour.

Appear Requirements



You are Gardener Level 19 or better.

Visit Requirements



You are Gardener Level 20 or better.

Taming Requirements



Have two mushrooms in the garden.



Has eaten one red Flutterscotch.

PIÑATA PROVIDENCE



Banish this Sour Piñata by purchasing the Sour Profitamole Tower of Sour (available from Costolot's store at Gardener Level 21 for 3,300 coins) and switching it on. Or, tame it and receive this piece for free.



When this Sour Piñata is tamed, it becomes a Profitamole.

Sour Shellybean



Everyone thinks that they know all about this Sour Piñata. They treat it too casually, because everyone knows Shellybeans move so slowly. Don't complain when your seeds start disappearing, and remember I tried to warn you!

REQUIREMENTS

Appear Requirements



You are Gardener Level 4 or better.

Visit Requirements



You are Gardener Level 5 or better.

Taming Requirements



Has eaten one apple seed.



THE PIÑATA
PROSPECTUS

PIÑATA PROVIDENCE



Banish this Sour Piñata by purchasing the Sour Shellybean Tower of Sour (available from Costolot's store at Gardener Level 6 for 1,320 coins) and switching it on. Or, tame it and receive this piece for free.



When this Sour Piñata is tamed, it becomes a Shellybean.

PIÑATA PLANS

- This Sour Piñata coughs up sour candy that makes any of your Piñata who eat it sick. It also slithers up to any seeds you have and eats them!
- Tame it by obtaining one apple seed from Costolot's store and placing it in the Sour Shellybean's path or on the garden's east side, where it comes in from.

Sour Sherbat



Flappy, but in a sinister way. This creature of the night is a sour one. Just don't let it get stuck in your hair.

REQUIREMENTS

Appear Requirements



You are Gardener Level 9 or better.

Visit Requirements



You are Gardener Level 10 or better.

Taming Requirements



Has eaten one Jack 'o' Lantern.

PIÑATA PLANS

- This Sour Piñata coughs up sour candy that makes any of your Piñatas who eat it sick. It also drains your other Piñatas, sucking the Happiness out of them!
- Tame it by obtaining a pumpkin or a seed, growing the pumpkin, and then calling on the services of Bart the Tinkerer. He turns the pumpkin into a Jack 'o' Lantern; leave it for the Sherbat to eat.

PIÑATA PROVIDENCE



Banish this Sour Piñata by purchasing the Sour Sherbat Tower of Sour (available from Costolot's store at Gardener Level 11 for 2,220 coins) and switching it on. Or, tame it and receive this piece for free.



When this Sour Piñata is tamed, it becomes a Sherbat.

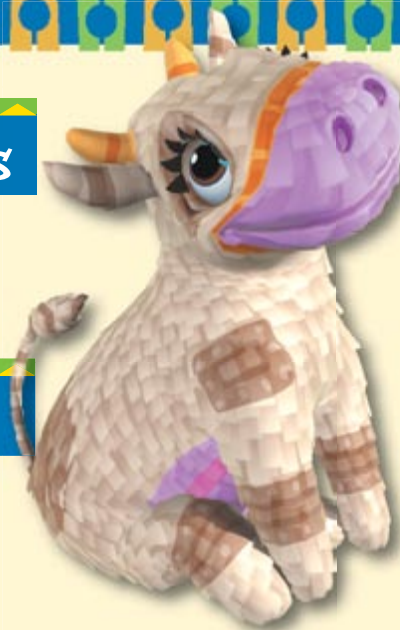
Part 2: Other Piñata Plans

Now that you know all about the individual Piñatas, check out the different additional Piñata types. To find a particular Piñata or to learn which Piñatas can fly, evolve, or are Nocturnal, this is the place to be!

Domestic Piñatas

Are you looking for a specific Piñata but Gretchen can't hunt for it? Then you're probably trying to find a Domestic Piñata. These animals are only available from Miss Petula's Paper Pets store. You must buy two of them to romance them! For more information on the following Domestic Piñata, see their individual sections earlier in this chapter.

							
Barkbark	Cluckles	Goobaa	Kittyfloss	Moozipan	Ponocky	Pudgeon	Rashberry



Evolved Piñatas

There are eight Piñatas that don't appear around the sides of your garden; they are evolved from Piñatas you already have. After you perform a certain act (detailed in the Prospectus), a new species of Piñata appears.






























TIP

You only need to romance two evolved Piñatas if you wish. To gain the Master Romancer Award, you can simply evolve the (usually) cheaper unevolved Piñata, which usually takes less time and is less involved.

CAUTION

Beware of this newly evolved species; it might dislike other Piñatas, or even the one it evolved from!

 +  = 	A Sparrowmint eats a buttercup and evolves into a Candary.
 +  =   +  = 	Whack a Syrupent egg when it makes a large bounce to get a Twingersnap. Whack a Twingersnap egg when it makes a large bounce to get a Fourheads.
 +  = 	A Quackberry eats a gooseberry and evolves into a Juicygoose.
 +  +  = 	When a Lickatoad eats a nightshade berry, tap it with your shovel before it becomes sick, and it evolves into a Lackatoad.
 +  +  = 	When a Taffly lands on a firebrand, then you douse it with a watering can, it evolves into a Reddhott.
 +  = 	A Newtgat eats a chili and evolves into a Salamango.
 +  +  = 	A Horstachio eats a blackberry and a daisy, and evolves into a Zumbug.



Flying Piñatas

There are 19 Piñatas that can not only wander on the ground, but can also fly around (and out of) your garden, making them impossible to wall in. These are more difficult to find, select, and navigate around fences and water. They also like to perch on houses, scenery, and trees. These Piñata include:

Buzzenge	Buzzlegum	Candary	Crowla	Dragonache	Dragumfly	Eaglair	Flutterscotch
Juicygoose	Mothdrop	Parrybo	Pigxie	Pudgeon	Quackberry	Reddhott	Sherbat
Sparrowmint	Swanana	Taffly					



Nocturnal Piñatas

Coming out at night and usually sleeping during the day, these Piñatas are excellent to raise so that you have something to do (besides planting seeds) during your nighttime gardening:

Fudgehog	Galagoogoo	Mallowolf	Mothdrop	Pretztail	Profitamole	Sherbat



4

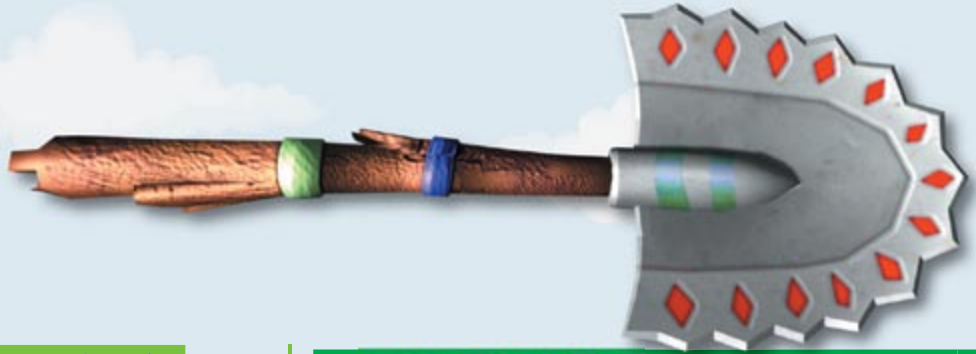
Garden Goods



Part 1: Garden Tools

We've talked with all the shopkeepers on Piñata Island, and even chatted with Jardiniero about every item you can obtain during your gardening adventure. Then we put together a complete list of items, along with tips on how to use them. Good luck, and good gardening!

SHOVEL UPGRADES AND ACHIEVEMENTS



NOTE

The following items are listed in the order you can receive them.

NOTE

Your main gardening tool, the shovel, is improved throughout your gardener levels, mainly from gifts that Jardiniero gives you and from upgrades you buy. This chart is listed in the order you receive these upgrades, and each subsequent upgrade is added to previous upgrades.

TIP

- You can use your shovel to
- whack cracked soil;
 - poke or whack Piñatas;
 - tap or smash objects or items;
 - dig holes and ponds;
 - and cut long grass.

FREEBIE SHOVEL HANDLE



This handle looks as if it's being held together with colored ribbon and a wish.

Notes

Obtained by	Level	Base Value
Talking to Leafos when you start your garden.	1	0

- Follow the on-screen instructions. This allows you to whack items, but some (like Piñatas) won't break.
- For all your shovel maneuvers, consult the "Training" chapter, or the "Tools" section of your Journal.

FREEBIE SHOVEL HEAD



Leafos gave you this shovel head at the start of the game. I can see why—you couldn't really charge for that, could you?

Notes

Obtained by	Level	Base Value
Talking to Leafos when you start your garden.	1	0

- Follow the on-screen instructions. This allows you to pat down cracked earth and little else.
- For all your shovel maneuvers, consult the "Training" chapter, or the "Tools" section of your Journal.

SEED SHOVEL HEAD



This shovel head lets you dig little holes, just right for putting seeds into. I'm not sure why you'd want to do that, but give it a go to see if something useful happens.

Notes

Obtained by	Level	Base Value
Jardiniero at Gardener Level 5	2	0

- This allows you to make (and fill) small holes in the ground, perfect to plop seeds into.
- Place a seed into a small hole, and it grows much faster.

IRON SHOVEL HANDLE



Iron is much stronger (and quite a bit heavier too), so your swipes should be a little more effective.

Notes

Obtained by	Level	Base Value
Jardiniero at Gardener Level 6	2	0

- This strengthens your shovel slightly, meaning that whacking items and Piñatas takes fewer swings.

POND SHOVEL HEAD



This is what I call a shovel head! Now you can dig ponds and really make your garden the way you want it.

Notes

Obtained by	Level	Base Value
Jardiniero at Gardener Level 7	3	0

- This enables you to dig pond holes, which automatically fill with water. You can also fill them in to create flat soil ground.
- You can continue to dig a pond in the same spot to make the pond deeper.
- The pond perimeter is curved. To make straight or square ponds, dig to the side of a path or fence.
- Always place fencing or pathways first, and dig ponds around or between them for best results.

CHOCOLATE SNIFFER



This ancient magical spade accessory can sniff out the location of hidden chocolate coins, buried beneath your garden surface. When it beeps like crazy, get digging like a pirate standing over a large "X"!

Notes

Obtained by	Level	Base Value
Purchase at Ivor Bargain's at Gardener Level 12 for 540 coins.	3	450 coins

- This makes a strange beeping noise when coins or candy are buried below. Dig to recover it.

BRONZE SHOVEL HANDLE



Bronze is stronger and more flexible than iron. That means you can swing it with more force, and the handle will take some of the shock.

Notes

Obtained by	Level	Base Value
Jardiniero at Gardener Level 13	3	0

- This strengthens your shovel slightly, meaning that whacking items and Piñatas takes fewer swings.

TREECUTTER SHOVEL HEAD



This shovel head is really good quality. It's been toughened, and the serrated edge is honed to razor sharpness. When you swing this shovel around, you can slice through the thickest of tree trunks.

Notes

Obtained by	Level	Base Value
Jardiniero at Gardener Level 15	4	0

- This allows you to cut down trees that you have grown, which is especially useful after they have died.
- However, it is always better to sell a tree to Costolot's store than to chop it—unless you don't like chocolate coinage!

DASTARDOS HEAD



Sometimes that Dastardos can really make you mad. The trouble is he seems untouchable—well he *was*. This shovel head vibrates at 9,875 nanobuzz/second, which is exactly the same frequency as Dastardos. It sounds odd, but the upshot is you can stun him when he's closing in on your favorite Piñata.

Notes

Obtained by	Level	Base Value
Purchase at Ivor Bargain's at Gardener Level 20 for 2,520 coins.	7	2,100 coins

- As Dastardos arrives to claim a sick Piñata, whack him to momentarily stun him; this allows Doc Patchingo a little more time.
- This head remains on your shovel no matter what other upgrades you obtain.
- Unlocks Achievement #20: Swiss Army Shovel (if you have all the other shovel heads).

SILVER SHOVEL HANDLE



Strictly speaking, I'm not convinced that this is made of silver. It's more likely that it's made of stainless steel to give it the right look and all that extra strength.

Notes

Obtained by	Level	Base Value
Jardiniero at Gardener Level 23	4	0

- This strengthens your shovel slightly, meaning that whacking items and Piñatas takes fewer swings.

GOLD SHOVEL HANDLE



Look at the lovely shiny handle. I want one of these, not because it's the toughest handle, but just so I can show it off to my friends that haven't earned one yet!

Notes

Obtained by	Level	Base Value
Jardiniero at Gardener Level 28	5	0

- This strengthens your shovel slightly, meaning that whacking items and Piñatas takes fewer swings.
- Almost every item you whack disintegrates in two to three strikes.

PLATINUM SHOVEL HANDLE



Turn your humble shovel into a piece of art with this handle. It's tough and beautiful, fashioned by industrial jewelers who specialize in making hard-wearing practical tools out of precious metals. This shows you're at the top of your game!

Notes

Obtained by	Level	Base Value
Purchase at Ivor Bargain's at Gardener Level 30 for 1,125 coins.	6	1,125 coins

- This strengthens your shovel slightly, meaning that whacking items and Piñatas takes fewer swings.
- Almost every item you whack disintegrates in two to three strikes.
- You can dig a pond at the fastest rate possible.
- Unlocks Achievement #21: Shovel Strength (if you have all the other handles).

WATERING CAN UPGRADES

RUSTY WATERING CAN



Is this one of Leafos' presents? Do you think she's trying to tell you something? Well I suppose everyone has to start somewhere.

Notes

Obtained by	Gardener Level	Cost	Level	Base Value
Talking to Leafos when you start your garden.	1	0	5	25 coins

- Follow the on-screen instructions. This allows you to water items with a long or short pour.
- For all your watering can plans, consult the "Training" chapter, or the "Tools" section of your Journal.

TIN WATERING CAN



The tin watering can is a cut above the rusting initial offering, but only just.

Notes

Obtained by	Gardener Level	Cost	Level	Base Value
Purchase at Costolot's store	4	225 coins	1	225 coins

- This contains just a little more water than the previous can, allowing for longer watering.



NOTE

The following items are listed in the order you can receive them.

NOTE

Leafos gives you the other main gardening tool, the watering can, which is upgraded by purchases at Costolot's store and Ivor Bargain's. Use the watering can to water plants, seeds, bushes, trees, fruit, vegetables, and certain Piñata (those that get increased Happiness from being watered or those that are on fire!).

GOLD WATERING CAN



Fancy gold-adorned cans still don't have the pouring power of the latest in watering can technology.

Notes

Obtained by	Gardener Level	Cost	Level	Base Value
Purchase at Costolot's store	8	750 coins	1	750 coins

- This contains just a little more water than the previous can, allowing for longer watering.

GLASS WATERING CAN



This is one fancy watering can! As you pour the water from it, air is drawn inside the head on top and the moisture is condensed out. Water falls out of the mouth of the head at exactly the same rate as it pours out the spout. In layman's terms, it never runs out!

Notes

Obtained by	Gardener Level	Cost	Level	Base Value
Purchase at Ivor Bargain's	12	1,575 coins	4	1,575 coins

- This watering can never runs out of water. Purchase as soon as possible.
- This is excellent for long pours and for moving over multiple plants.

EVERPOUR 5000 WATERING CAN



May I introduce you to the Everpour 5000. Not only does this watering can never run dry, but when you tilt it over a plant, it uses a satellite connection to analyze which plant is beneath it. When the plant is identified, the can activates the spout valves to dispense the precise amount of water (to 100th of a drop) that the plant needs to flourish.

Notes

Obtained by	Gardener Level	Cost	Level	Base Value
Purchase at Ivor Bargain's	18	2,700 coins	5	2,700 coins

- This can deposits the exact amount of water a plant needs. Purchase as soon as possible.
- This is excellent for short pours, but you may need to return to check on plants later.

ONE POUR WONDER WATERING CAN



Another magical can that never runs out. Just one dose from this can will give a plant enough water to grow to maturity. No more, no less. A gardener's dream. Well worth the money the trader is asking for it.

Notes

Obtained by	Gardener Level	Cost	Level	Base Value
Purchase at Ivor Bargain's	24	4,125 coins	6	4,125 coins

- Pour for a second until the plant twitches. It never needs watering again! Purchase as soon as possible.
- This is an incredible can and is extremely useful; try long pours over multiple plants, and just let them grow; all you need worry about now is fertilizer.
- There is no need to hire a sprinkling when you obtain this. Send them all home!

SURFACE PACKETS

GRASS PACKET



This is the special packet that Leafos gives you at the start of the game. It never runs out of seeds, and as soon as it is planted, it springs to life as lush green grass.

Notes

Obtained by	Gardener Level	Cost	Level	Base Value
Talking to Leafos when you start your garden.	1	0	1	0

- Follow the on-screen instructions. This allows you to sow grass on soil only (not mud, water, or cracked earth).
- You can use to vary your sprinkle's width.
- Consult the "Garden Area" section of your Journal to see how much of your garden is covered in short grass.
- For all your grass-sowing plans, consult the "Training" section, or the "Tools" section of your Journal.

Attracted Piñatas

Sow a certain amount of pinometers of grass for the following Piñatas to appear (consult the Piñata Prospectus for the exact amount):

- Bunnycomb
- Ponocky
- Doenut
- Syrupent
- Dragonache*
- Whirlm
- Horstachio

* Hatch a Dragonache egg on grass and it will be green.

Planted Produce

The following plants can be seeded and grown in soil and grass:

- Apple tree*
- Banana tree*
- Gem tree*
- Fir tree*
- Hazelnut tree*
- Monkeynut tree*
- Oak tree*
- Bird-of-paradise*
- Bluebell*
- Buttercup*
- Carrot
- Chili
- Corn
- Daisy*
- Orchid*
- Poppy*
- Pumpkin
- Snapdragon*
- Sunflower*
- Tulip*
- Turnip
- Blackberry bush*
- Nightshade bush*
- Gooseberry bush*

* This plant can also grow in long grass.

NOTE

The following items are listed in the order you can receive them.

NOTE

Leafos allows you to sprinkle grass over the garden when she presents you with a "surface packet" of grass seeds. Later on you can buy long grass seeds too. Each allows you to grow short or long grass, which in turn attracts different Piñata species, depending on how much grass is sown. It also looks better than mucky mud, doesn't it?



LONG GRASS PACKET



If you like things to look a bit more wild, you can plant some long grass. It grows just as quickly as the usual type of grass, but it is much taller.

Notes

Obtained by	Gardener Level	Cost	Level	Base Value
Purchase at Costolot's store	9	1,125 coins	5	1,125 coins

- This allows you to plant limitless long grass. Certain Piñatas need this in order to appear, visit, and reside.
- You can cut this grass with your shovel, because you can't dig a hole or plant a seed in long grass. When the long grass is cut to reveal short grass, you can dig a hole or pond.
- You can use to vary the width of your sprinkle.
- For an aesthetically pleasing garden, plant long grass around ponds and trees, just like in real life.

Attracted Piñatas

Sow a certain amount of pinometers of grass for the following Piñatas to appear (consult the Piñata Prospectus for the exact amount):

- Doenut
- Dragonache*
- Gooba
- Moozipan
- Zumbug

* Hatch a Dragonache egg on long grass, and it will be green with a larger mane.

Planted Produce

The following plants can be seeded and grown in soil and grass:

- Apple tree
- Banana tree
- Gem tree
- Fir tree
- Hazelnut tree
- Monkeynut tree
- Oak tree
- Bird-of-paradise
- Bluebell
- Buttercup
- Daisy
- Orchid
- Poppy
- Snapdragon
- Sunflower
- Tulip
- Blackberry bush
- Nightshade bush
- Gooseberry bush



NOTE

Fertilizer is available in a variety of colors, and along with proper watering, it boosts your plant growth, gives more fruit on bushes and trees, gives more flowers, and allows more valuable vegetables to be grown. Buy fertilizer of a particular color from Costolot's store. Special fertilizer and Piñata fertilizer are also available. For information on how to apply fertilizer, consult the "Training" chapter. For information on which fertilizer to use with which plant, consult the following table.

FERTILIZER

ASSOCIATED FERTILIZERS AND PLANT LIFE

Plant	Fertilizer Color
Apple tree	Red*
Banana tree	Yellow
Bird-of-paradise	Orange
Blackberry bush	Purple
Bluebell	Blue*

ASSOCIATED FERTILIZERS AND PLANT LIFE (CONTINUED)

Plant	Fertilizer Color
Bullrush	Brown*
Buttercup	Yellow
Carrot	Orange
Chili	Red*
Corn	Yellow

ASSOCIATED FERTILIZERS AND PLANT LIFE (CONTINUED)

Plant	Fertilizer Color
Daisy	Yellow
Fir tree	Brown*
Gem tree	Blue*
Gooseberry bush	Green*
Hazelnut tree	Brown*
Monkeynut tree	Brown*
Nightshade bush	Purple
Oak tree	Green*
Orchid	Green*

ASSOCIATED FERTILIZERS AND PLANT LIFE (CONTINUED)

Plant	Fertilizer Color
Poppy	Red*
Pumpkin	Orange
Snapdragon	Purple
Sunflower	Yellow
Tulip	Purple
Turnip	Purple
Water lily	Purple
Watercress	Green*

* Use special fertilizer when available; it is cheaper.

NOTE

The following items are listed in the order you can receive them.

ORANGE FERTILIZER

Notes

Obtained by	Gardener Level	Cost per dose
Purchased at Costolot's store	3	3 coins

Associated Plants

This fertilizer helps the growth of the following plant life:

- Bird-of-paradise
- Carrot
- Pumpkin

PURPLE FERTILIZER

Notes

Obtained by	Gardener Level	Cost per dose
Purchased at Costolot's store	4	9 coins

Associated Plants

This fertilizer helps the growth of the following plant life:

- Blackberry bush
- Nightshade bush
- Snapdragon
- Tulip
- Turnip
- Water lily

NOTE

This fertilizer is the same price as the special mix fertilizer, so use either when cultivating these plants.

YELLOW FERTILIZER

Notes

Obtained by	Gardener Level	Cost per dose
Purchased at Costolot's store	5	3 coins

Associated Plants

This fertilizer helps the growth of the following plant life:

- Banana tree
- Buttercup
- Corn
- Daisy
- Sunflower

RED FERTILIZER

Notes

Obtained by	Gardener Level	Cost per dose
Purchased at Costolot's store	7	18 coins

Associated Plants

This fertilizer helps the growth of the following plant life:

- Apple tree
- Chili
- Poppy

NOTE

This fertilizer is double the price of the special mix fertilizer; don't use it when the special mix fertilizer becomes available.

BLUE FERTILIZER

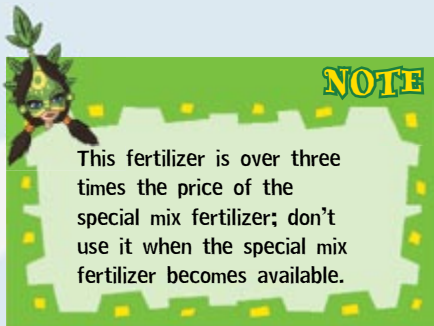
Notes

Obtained by	Gardener Level	Cost per dose
Purchased at Costolot's store	7	30 coins

Associated Plants

This fertilizer helps the growth of the following plant life:

- Bluebell
- Gem tree



BROWN FERTILIZER

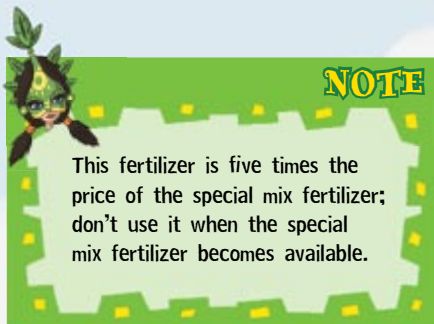
Notes

Obtained by	Gardener Level	Cost per dose
Purchased at Costolot's store	8	45 coins

Associated Plants

This fertilizer helps the growth of the following plant life:

- Bullrush
- Fir tree
- Hazelnut tree
- Monkeynut tree



GREEN FERTILIZER

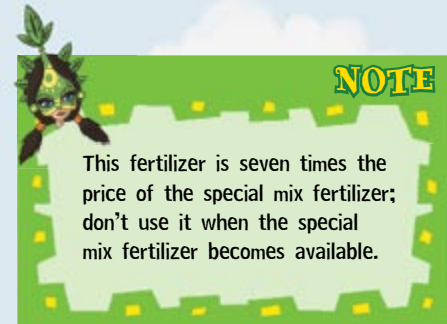
Notes

Obtained by	Gardener Level	Cost per dose
Purchased at Costolot's store	10	63 coins

Associated Plants

This fertilizer helps the growth of the following plant life:

- Gooseberry bush
- Oak Tree
- Orchid
- Watercress



SPECIAL MIX FERTILIZER

Notes

Obtained by	Gardener Level	Cost per dose
Purchased at Ivor Bargain's	20	9 coins

Associated Plants

- This fertilizer helps the growth of all plant life.
- Use this in place of red, blue, brown, and green fertilizers, and as an alternate to purple, as soon as possible.

TAFFLY FERTILIZER

Notes

Obtained by	Gardener Level	Cost per dose
Sending a Taffly to eat a fruit or vegetable	2 (after Taffly becomes a resident)	0

Here is what you must do if you want to utilize the Taffly's fertilizing abilities:

- The Taffly excretes fertilizer of the same associated color as the fruit or vegetable.
- It is much quicker to buy the fertilizer, but using the Taffly can save you a lot of coinage.
- This unlocks an Achievement #43: Taffly Fertilizer.



COCOAFILE TEARS FERTILIZER

Notes

Obtained by	Gardener Level	Cost per dose
Sending a Cocoadile to weep near a seed you are cultivating.	28 (after a Sour Cocoadile is tamed and becomes a resident)	0

Here is what you must do if you want to utilize the Cocoadile's fertilizing abilities:

- The Cocoadile weeps special mix fertilizer when prompted.
- It is much quicker to buy the fertilizer, but using the Cocoadile can save you a lot of coinage.
- This unlocks an Achievement #45: Cocoadile Tears.



Part 2: Garden Plants

BUSHES AND TREES

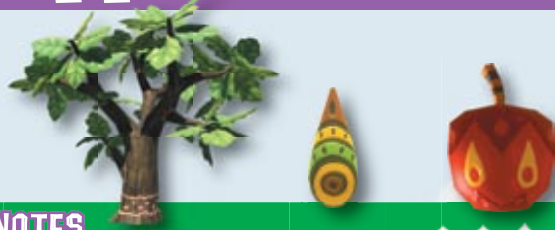
There are 10 types of bushes and trees that you can plant from seed in your garden. Below is information on all of them, listing the type of seed, the price you can get for the fruit you pick, and what Piñatas enjoy this type of plant.



NOTE

- When the bush or tree is fully grown, tap it with your shovel (⌘) to release the fruit.
- Alternately, wait until the fruit falls to ensure you don't knock unripe fruit off and lose it.
- When Selling to Costolot, you can pick individual fruit and sell it, keeping the plant so it produces more fruit. You can also sell the entire plant, with or without fruit.
- When you select the bush or tree, use Ⓢ to see how much fruit the bush or tree is growing, based on your fertilizing and watering techniques.
- By properly feeding and watering the tree or bush, you can increase its base value (how much it can be sold for and the number of fruit it has) by up to six times. For example, an oak tree (base value of 550 coins) can fetch as much as 3,300 coins if looked after properly and placed in the best spot, away from other plants and problem areas.

Apple Tree



NOTES

Gardener Level	5
Base Value (Seed)	55 coins
Base Value (Fruit)	100 coins
Base Value (Tree)	100 coins
Selling Price (Seed)	50 coins (Costolot's)
Selling Price (Fruit)	20 coins (Costolot's)
Fertilizer Color	Red (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 4 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 5 or higher). The fruit is also available at Costolot's store (at Gardener Level 5 or higher).

PLANT PROVIDENCE

An apple seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Badgesicle	Fruit	Eaten	Variant (red)
Horstachio	Fruit (8)	Eaten	Resident
Lickatoad	Fruit	Eaten	Variant (red)
Raisant	Tree	Garden	Resident*
Sour Shellybean	Seed	Eaten	Resident
Taffy	Fruit	Eaten	Fertilizer (red)

*Can be one of any tree type

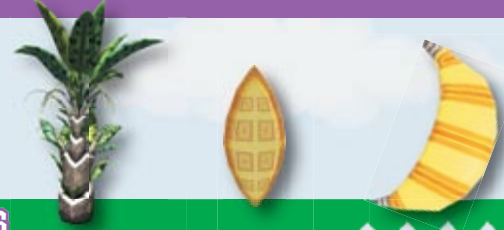
TINKERING



Bart can tinker an apple, turning it into a Toffee Apple (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Horstachio	Romance

Banana Tree



NOTES

Gardener Level	26
Base Value (Seed)	154 coins
Base Value (Fruit)	280 coins
Base Value (Tree)	280 coins
Selling Price (Seed)	140 coins (Costolot's)
Selling Price (Fruit)	56 coins (Costolot's)
Fertilizer Color	Yellow
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 25 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 26 or higher). The fruit is also available at Costolot's store (at Gardener Level 26 or higher).

PLANT PROVIDENCE

A banana seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Bonboon	Tree	Garden	Visit
Bonboon	Tree	Garden	Resident
Bonboon	Fruit (7)	Eaten	Resident
Cinnamonkey	Fruit (4)	Eaten	Romance
Elephanilla	Fruit (2)	Eaten	Romance
Juicygoose	Fruit	Eaten	Variant (yellow)
Lackatoad	Seed	Eaten	Variant (yellow)
Moozipan	Seed	Eaten	Variant (yellow)
Parrybo	Tree	Garden	Resident
Parrybo	Fruit (10)	Eaten	Resident
Salamango	Fruit	Eaten	Variant (yellow)
Raisant	Tree	Garden	Resident*
Taffy	Fruit	Eaten	Fertilizer (yellow)

*Can be one of any tree type

TINKERING

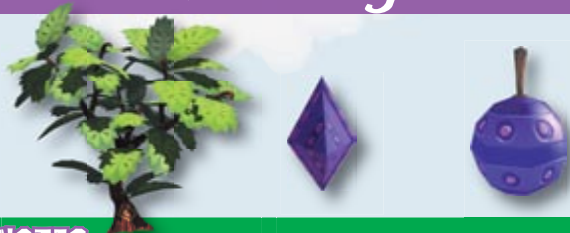


Bart can tinker a banana, turning it into a Banana Split (selling price is 360 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Barkbark	Variant (greenish yellow)
Moozipan	Romance
Zumbug	Variant (yellowish orange)*

*Requires one or more additional items

Blackberry Bush



NOTES

Gardener Level	9
Base Value (Seed)	55 coins
Base Value (Fruit)	100 coins
Base Value (Tree)	140 coins
Selling Price (Seed)	50 coins (Costolot's)
Selling Price (Fruit)	20 coins (Costolot's)
Fertilizer Color	Purple (special mix fertilizer is just as cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 8 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 9 or higher). The fruit is also available at Costolot's store (at Gardener Level 9 or higher).

PLANT PROVIDENCE

A blackberry seed or fruit affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Cinnamonkey	Seed	Eaten	Variant (purple)
Doenut	Fruit (10)	Garden	Visit
Elephanilla	Fruit (16)	Garden	Resident
Elephanilla	Fruit (4)	Eaten	Resident
Horstachio	Fruit	Eaten	Evolve (to Zumbug)*
Macaraccoon	Fruit (2)	Eaten	Romance
Squazzil	Fruit (2)	Eaten	Romance
Taffly	Seed	Eaten	Variant (purple)
Taffly	Fruit	Eaten	Fertilizer (purple)

*Requires one or more additional items

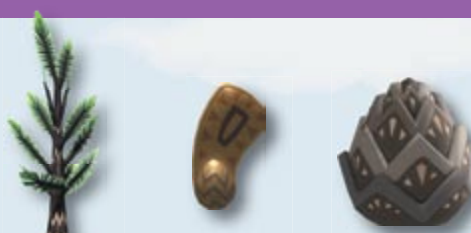
TINKERING



Bart can tinker a blackberry, turning it into blackberry Jam (selling price is 150 coins). Feed Jam to the following Piñatas:

Piñata	For which Requirement
Pudgeon	Variant (purple)
Zumbug	Romance

Fir Tree



NOTES

Gardener Level	16
Base Value (Seed)	83 coins
Base Value (Fruit)	150 coins
Base Value (Tree)	150 coins
Selling Price (Seed)	75 coins (Costolot's)
Selling Price (Fruit)	30 coins (Costolot's)
Fertilizer Color	Brown (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 15 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 16 or higher). The fruit is also available at Costolot's store (at Gardener Level 16 or higher).

PLANT PROVIDENCE

A fir seed or fruit affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Buzzenge	Tree	Garden	Resident
Fizzlybear	Fruit (12)	Garden	Visit
Fizzlybear	Fruit (8)	Eaten	Resident
Raisant	Tree	Garden	Resident*
Sweetooth	Tree	Garden	Visit
Sweetooth	Fruit (3)	Eaten	Resident
Taffly	Fruit	Eaten	Fertilizer (brown)

*Can be one of any tree type

Gem Tree



NOTES

Gardener Level	34
Base Value (Seed)	248 coins
Base Value (Fruit)	360 coins
Base Value (Tree)	450 coins
Selling Price (Seed)	225 coins (Costolot's)
Selling Price (Fruit)	72 coins (Costolot's)
Fertilizer Color	Blue (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 33 or higher) and getting lucky, or purchasing the seed at Ivor Bargain's store (Gardener Level 34 or higher). The fruit is also available at Ivor Bargain's store (at Gardener Level 34 or higher).

PLANT PROVIDENCE

A gem seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Buzzlegum	Seed	Eaten	Variant (purplish white)
Pigxie	Seed	Eaten	Variant (Bluish-pinkish red)*
Chewnicorn	Tree	Garden	Visit
Chewnicorn	Tree	Garden	Resident
Chewnicorn	Fruit (15)	Eaten	Romance
Raisant	Tree	Garden	Resident**
Taffly	Fruit	Eaten	Fertilizer (blue)

*Requires one or more additional items

**Can be one of any tree type

TINKERING



Bart can tinker a gem, turning it into a Rainbow Gem (selling price is 550 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Chewnicorn	Romance*

*Requires one or more additional items

Gooseberry Bush



NOTES

Gardener Level	5
Base Value (Seed)	83 coins
Base Value (Fruit)	150 coins
Base Value (Tree)	330 coins
Selling Price (Seed)	75 coins (Costolot's)
Selling Price (Fruit)	30 coins (Costolot's)
Fertilizer Color	Green (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos (you must be Gardener Level 13 or higher) and getting lucky, or purchasing it at Costolot's store (Gardener Level 14 or higher). The fruit is also available at Costolot's store (at Gardener Level 14 or higher).

PLANT PROVIDENCE

A gooseberry seed or fruit affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Bunnycomb	Seed	Eaten	Variant (green)
Doenut	Fruit (10)	Garden	Visit
Doenut	Fruit (6)	Eaten	Resident
Elephanilla	Fruit (16)	Garden	Visit
Elephanilla	Fruit (4)	Eaten	Resident
Lickatoad	Fruit	Eaten	Variant (green)*
Quackberry	Fruit	Eaten	Evolve
Rashberry	Fruit (rotten)	Eaten	Romance
Salamango	Fruit	Eaten	Variant (green)
Shellybean	Fruit	Eaten	Variant (green)
Swanana	Seed	Eaten	Variant (green)
Taffly	Fruit	Eaten	Fertilizer (green)

*Requires one or more additional items

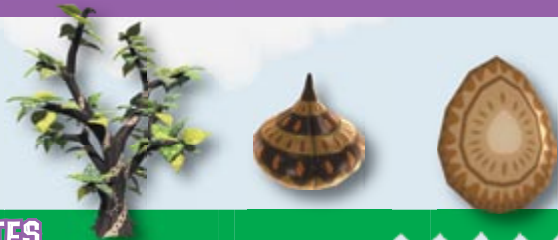
TINKERING



Bart can tinker a gooseberry, turning it into a Gooseberry Fool (selling price is 210 coins). Feed the fool to the following Piñatas:

Piñata	For which Requirement
Candary	Variant (green)
Pigxie	Variant (green)
Pretztail	Variant (green)

Hazelnut Tree



NOTES

Gardener Level	7
Base Value (Seed)	83 coins
Base Value (Fruit)	150 coins
Base Value (Tree)	150 coins
Selling Price (Seed)	75 coins (Costolot's)
Selling Price (Fruit)	30 coins (Costolot's)
Fertilizer Color	Brown (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 6 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 7 or higher). The fruit is also available at Costolot's store (at Gardener Level 7 or higher).

PLANT PROVIDENCE

An hazelnut seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Raisant	Tree	Garden	Resident*
Rashberry	Fruit (rotten)	Eaten	Romance
Squazzil	Tree	Garden	Visit
Squazzil	Fruit (3)	Eaten	Resident
Taffly	Fruit	Eaten	Fertilizer (brown)

*Can be one of any tree type



Monkeynut Tree



NOTES

Gardener Level	20
Base Value (Seed)	116 coins
Base Value (Fruit)	210 coins
Base Value (Tree)	210 coins
Selling Price (Seed)	105 coins (Costolot's)
Selling Price (Fruit)	42 coins (Costolot's)
Fertilizer Color	Brown (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 19 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 20 or higher). The fruit is also available at Costolot's store (at Gardener Level 20 or higher).

PLANT PROVIDENCE

A monkeynut seed, fruit, or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Bonboon	Tree	Garden	Visit
Bonboon	Tree	Garden	Resident
Bonboon	Fruit (7)	Eaten	Resident
Cinnamonkey	Tree	Garden	Appearance
Cinnamonkey	Tree	Garden	Visit
Cinnamonkey	Fruit (8)	Eaten	Resident
Elephanilla	Fruit (16)	Garden	Visit
Elephanilla	Fruit (4)	Eaten	Resident
Raisant	Tree	Garden	Resident*
Taffly	Fruit	Eaten	Fertilizer (brown)

*Can be one of any tree type

TINKERING



Bart can tinker a monkeynut, turning it into Peanut Butter (selling price is 280 coins). This isn't needed for any Piñata but might be valuable in the future!

Nightshade Bush



NOTES

Gardener Level	23
Base Value (Seed)	154 coins
Base Value (Fruit)	280 coins
Base Value (Tree)	280 coins
Selling Price (Seed)	140 coins (Costolot's)
Selling Price (Fruit)	56 coins (Costolot's)
Fertilizer Color	Purple (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos (you must be Gardener Level 22 or higher) and getting lucky, or purchasing it at Costolot's store (Gardener Level 23 or higher). The fruit is also available at Costolot's store (at Gardener Level 23 or higher).

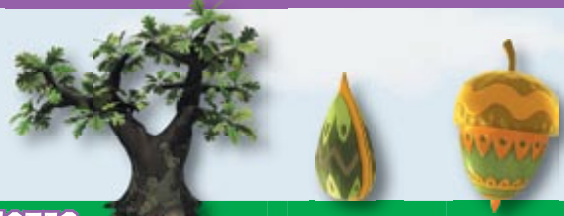
PLANT PROVIDENCE

A nightshade seed or fruit affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Fourheads	Fruit (2)	Eaten	Romance
Lickatoad	Fruit	Eaten	Evolve
Parrybo	Fruit	Eaten	Variant (blue)*
Rashberry	Fruit	Eaten	Variant (purple)
Salamango	Seed	Eaten	Variant (white)*
Taffly	Fruit	Eaten	Fertilizer (purple)

*Requires one or more additional items

Oak Tree



NOTES

Gardener Level	37
Base Value (Seed)	303 coins
Base Value (Fruit)	550 coins
Base Value (Tree)	550 coins
Selling Price (Seed)	275 coins (Costolot's)
Selling Price (Fruit)	110 coins (Costolot's)
Fertilizer Color	Green (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 36 or higher) and getting lucky, or purchasing the seed at Ivor Bargain's store (Gardener Level 37 or higher). The fruit is also available at Ivor Bargain's store (at Gardener Level 37 or higher).

PLANT PROVIDENCE

An oak seed, fruit (acorn), or tree affects the following Piñatas:

Piñata	Seed, Fruit, or Tree (and #)	Eaten or in Garden	For which Requirement
Cluckles	Seed	Eaten	Variant (green)
Doenut	Seed	Eaten	Variant (green)
Eaglair	Tree	Garden	Resident
Elephanilla	Fruit (2)	Eaten	Romance
Juicygoose	Seed	Eaten	Variant (green)
Parrybo	Seed	Eaten	Variant (yellowish green)*
Pigxie	Fruit (2)	Eaten	Romance
Raisant	Tree	Garden	Resident**
Taffly	Fruit	Eaten	Fertilizer (blue)

*Requires one or more additional items

**Can be one of any tree type

FLOWERS AND WATER FLOWERS

There are 12 types of flowers that you can plant from seed in your garden. Below is information on all of them, listing the type of seed, the price you can get for the flower heads you obtain, and what Piñatas enjoy this type of plant.

NOTE

- When the flower is fully grown, tap it with your shovel (X) to release the flower. Flowers also release seeds, which can be planted, restarting the growing cycle.
- You can pick individual flowers or seeds to sell to Costolot; keep the flower stem so it produces more flowers and seeds. You can also sell the entire plant.
- When you select the flower, use Y to see how many flowers it is growing, based on your fertilizing and watering techniques.
- By properly feeding and watering the flower, you can increase its base value (how much you can sell it for) by up to six times.
- Flowers grow to maturity and then die back in five game-day periods (large varieties) or nine game-day periods (small varieties) of 24 hours.

Bird-of-Paradise



NOTES

Gardener Level	31
Base Value (Seed)	79 coins
Base Value (Plant)	360 coins
Selling Price (Flower)	360 coins (Costolot's)
Selling Price (Seed)	72 coins (Costolot's)
Fertilizer Color	Orange
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 30 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 31 or higher).

PLANT PROVIDENCE

A bird-of-paradise seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Chippopotamus	Flower (4)	Eaten	Romance
Chippopotamus	Flower	Eaten	Variant (pinkish purple)*
Crowla	Flower	Eaten	Variant (orange)
Flutterscotch (White)	Flower	Eaten	Species (orange)
Juicygoose	Seed	Eaten	Variant (orange)
Newtgat	Flower	Eaten	Variant (orange)
Parrybo	Flower	Garden	Visit
Parrybo	Seed (3)	Eaten	Romance
Quackberry	Seed	Eaten	Variant (orange)
Taffly	Flower	Garden	Appearance**
Taffly	Flower (2)	Garden	Visit**
Taffly	Flower	Eaten	Resident**

*Requires one or more additional items

**Can be one of any flower type

Bluebell



NOTES

Gardener Level	5
Base Value (Seed)	7 coins
Base Value (Plant)	30 coins
Selling Price (Flower)	30 coins (Costolot's)
Selling Price (Seed)	6 coins (Costolot's)
Fertilizer Color	Blue (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 4 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 5 or higher). The fruit is also available at Costolot's store (at Gardener Level 5 or higher).

PLANT PROVIDENCE

A bluebell seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Arocknid	Flower	Eaten	Variant (blue)
Badgesicle	Flower	Eaten	Variant (blue)
Bonboon	Flower	Eaten	Variant (blue)
Buzzenge	Seed	Eaten	Variant (blue)
Candary	Flower	Eaten	Variant (blue)
Cluckles	Seed	Eaten	Variant (blue)
Cocoadile	Flower	Eaten	Variant (blue)
Crowla	Seed	Eaten	Variant (blue)
Dragumfly	Seed	Eaten	Variant (blue)
Eaglair	Seed	Eaten	Variant (blue)
Flutterscotch (white)	Flower	Eaten	Species (blue)
Fourheads	Flower	Eaten	Variant (blue)
Fudgehog	Seed	Eaten	Variant (blue)
Goobaa	Flower	Eaten	Variant (blue)
Horstachio	Flower	Eaten	Variant (blue)
Jameleon	Seed	Eaten	Variant (blue)

(continued)

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Kittyfloss	Flower	Eaten	Variant (blue)
Lackatoad	Flower	Eaten	Variant (blue)
Lickatoad	Flower	Eaten	Variant (green)*
Lickatoad	Seed	Eaten	Variant (blue)
Macaraccoon	Seed	Eaten	Variant (blue)
Mallowolf	Seed	Eaten	Variant (blue)
Mousemallow	Flower	Eaten	Variant (blue)
Newtgat	Flower	Eaten	Variant (blue)
Parrybo	Flower	Eaten	Variant (green)*
Parrybo	Flower	Eaten	Variant (blue)
Pigxie	Seed	Eaten	Variant (blue)
Pretztail	Flower	Eaten	Variant (blue)
Pudgeon	Flower	Eaten	Variant (blue)
Quackberry	Flower (2)	Eaten	Romance
Quackberry	Seed	Eaten	Variant (blue)
Reddhott	Seed	Eaten	Variant (blue)
Roario	Seed	Eaten	Variant (blue)
Shellybean	Flower	Eaten	Variant (blue)
Sherbat	Flower	Eaten	Variant (blue)
Sweetooth	Flower	Eaten	Variant (blue)
Syrupent	Seed	Eaten	Variant (blue)
Taffly	Flower	Garden	Appearance**
Taffly	Flower (2)	Garden	Visit**
Taffly	Flower	Eaten	Resident**

*Requires one or more additional items

**Can be one of any flower type



Bullrush



NOTES

Gardener Level	28
Base Value (Seed)	62 coins
Base Value (Plant)	280 coins
Selling Price (Flower)	280 coins (Costolot's)
Selling Price (Seed)	56 coins (Costolot's)
Fertilizer Color	Brown (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in mud
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 27 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 28 or higher).

PLANT PROVIDENCE

A bullrush seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Chippopotamus	Flower (14)	Garden	Visit
Chippopotamus	Flower (10)	Eaten	Resident
Dragumfly	Flower (12)	Garden	Resident
Flutterscotch (white)	Flower	Eaten	Species (brown)
Pigxie	Flower (2)	Eaten	Romance
Sweetooth	Flower (3)	Eaten	Romance
Taffly	Flower	Garden	Appearance*
Taffly	Flower (2)	Garden	Visit*
Taffly	Flower	Eaten	Resident*

*Can be one of any flower type

Buttercup



NOTES

Gardener Level	2
Base Value (Seed)	2 coins
Base Value (Plant)	10 coins
Selling Price (Flower)	10 coins (Costolot's)
Selling Price (Seed)	2 coins (Costolot's)
Fertilizer Color	Yellow
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (at any time) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 2 or higher).

PLANT PROVIDENCE

A buttercup seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Bunnycomb	Flower	Eaten	Romance
Buzzenge	Flower	Eaten	Variant (yellow)
Buzzlegum	Flower	Garden	Appearance
Buzzlegum	Flower	Garden	Visit
Buzzlegum	Flower	Garden	Resident
Cocoadile	Seed	Eaten	Variant (yellow)
Eaglair	Seed	Eaten	Variant (yellow)
Elephanilla	Flower	Eaten	Variant (yellow)
Flutterscotch (white)	Flower	Eaten	Species (yellow)
Moozipan	Flower (12)	Garden	Romance
Mousemallow	Seed	Eaten	Romance
Sparrowmint	Flower	Eaten	Evolve (into Candary)
Syrupent	Flower	Eaten	Variant (yellow)
Taffly	Flower	Garden	Appearance*
Taffly	Flower (2)	Garden	Visit*
Taffly	Flower	Eaten	Resident*
Taffly	Seed	Eaten	Variant (yellow)

*Can be one of any flower type

Daisy



NOTES

Gardener Level	2
Base Value (Seed)	2 coins
Base Value (Plant)	10 coins
Selling Price (Flower)	10 coins (Costolot's)
Selling Price (Seed)	2 coins (Costolot's)
Fertilizer Color	Yellow
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (at any time) and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 2 or higher).

PLANT PROVIDENCE

A daisy seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Bunnycomb	Flower	Eaten	Romance
Buzzlegum	Flower	Eaten	Honey refill
Horstachio	Flower	Eaten	Evolve (into Zumbug)*
Moozipan	Flower (12)	Garden	Romance
Mousemallow	Seed	Eaten	Romance
Flutterscotch (white)	Flower	Garden	Appearance
Flutterscotch (white)	Flower	Garden	Visit
Flutterscotch (white)	Flower	Garden	Resident
Taffly	Flower	Garden	Appearance**
Taffly	Flower (2)	Garden	Visit**
Taffly	Flower	Eaten	Resident**

*Requires one or more additional items

**Can be one of any flower type

Orchid



NOTES

Gardener Level	35
Base Value (Seed)	99 coins
Base Value (Plant)	450 coins
Selling Price (Flower)	450 coins (Costolot's)
Selling Price (Seed)	90 coins (Costolot's)
Fertilizer Color	Green (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 34 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 35 or higher).

PLANT PROVIDENCE

An orchid seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Bonboon	Flower	Eaten	Variant (white)
Parrybo	Seed	Eaten	Romance
Galagoogoo	Flower (4)	Eaten	Romance
Jameleon	Flower	Eaten	Variant (white)*
Taffly	Flower	Garden	Appearance**
Taffly	Flower (2)	Garden	Visit**
Taffly	Flower	Eaten	Resident**
Zumbug	Flower (3)	Eaten	Romance

*Requires one or more additional items

**Can be one of any flower type



NOTE

Cultivating orchids is an excellent way of making money. One fully grown orchid costs 126 coins to grow (99 coins for the seed, and nine coins multiplied by three servings of x3 fertilizer) and is sold for 1,800 coins. That's a profit of 1,674 coins per orchid!

Poppy



NOTES

Gardener Level	5
Base Value (Seed)	7 coins
Base Value (Plant)	30 coins
Selling Price (Flower)	30 coins (Costolot's)
Selling Price (Seed)	6 coins (Costolot's)
Fertilizer Color	Red (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 4 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 5 or higher).

PLANT PROVIDENCE

A poppy seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Elephanilla	Seed	Eaten	Variant (red)
Flutterscotch (white)	Flower	Eaten	Species (red)
Juicygoose	Flower	Eaten	Variant (pinkish orange)*
Pigxie	Flower	Eaten	Variant (greenish-pinkish red)*
Rashberry	Seed	Eaten	Variant (red)
Taffly	Flower	Garden	Appearance**
Taffly	Flower (2)	Garden	Visit**
Taffly	Flower	Eaten	Resident**
Taffly	Flower	Eaten	Romance
Twingersnap	Seed (2)	Eaten	Romance

*Requires one or more additional items

**Can be one of any flower type

Snapdragon



NOTES

Gardener Level	24
Base Value (Seed)	46 coins
Base Value (Plant)	210 coins
Selling Price (Flower)	210 coins (Costolot's)
Selling Price (Seed)	42 coins (Costolot's)
Fertilizer Color	Purple (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 23 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 24 or higher).

PLANT PROVIDENCE

A snapdragon seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Dragonache	Flower	Eaten	Maturing
Dragumfly	Flower	Eaten	Romance
Moozipan	Seed	Eaten	Variant (white)*
Squazzil	Flower	Eaten	Variant (purple)
Swanana	Flower	Eaten	Variant (purple)
Taffly	Flower	Garden	Appearance**
Taffly	Flower (2)	Garden	Visit**
Taffly	Flower	Eaten	Resident**

*Requires one or more additional items

**Can be one of any flower type

Sunflower



NOTES

Gardener Level	13
Base Value (Seed)	22 coins
Base Value (Plant)	100 coins
Selling Price (Flower)	100 coins (Costolot's)
Selling Price (Seed)	20 coins (Costolot's)
Fertilizer Color	Yellow
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 12 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 13 or higher).

PLANT PROVIDENCE

A sunflower seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Doenut	Flower	Eaten	Romance
Fizzlybear	Seed	Eaten	Variant (yellow)
Galagoogoo	Flower	Eaten	Variant (yellow)
Goobaa	Flower	Eaten	Wool regrowth
Raisant	Flower	Eaten	Variant (yellow)
Roario	Seed	Eaten	Variant (yellow)
Sweetooth	Flower	Eaten	Variant (yellow)
Taffly	Flower	Garden	Appearance*
Taffly	Flower (2)	Garden	Visit*
Taffly	Flower	Eaten	Resident*

*Can be one of any flower type

Tulip



NOTES

Gardener Level	15
Base Value (Seed)	33 coins
Base Value (Plant)	150 coins
Selling Price (Flower)	150 coins (Costolot's)
Selling Price (Seed)	30 coins (Costolot's)
Fertilizer Color	Purple (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 14 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 15 or higher).

PLANT PROVIDENCE

A tulip seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Badgesicle	Seed	Eaten	Romance
Doenut	Flower	Eaten	Romance
Flutterscotch (white)	Flower	Eaten	Species (black)
Galagoogoo	Flower (16)	Garden	Visit
Galagoogoo	Flower (4)	Eaten	Resident
Goobaa	Seed	Eaten	Variant (black)
Sherbat	Flower	Eaten	Romance
Taffly	Flower	Garden	Appearance*
Taffly	Flower (2)	Garden	Visit*
Taffly	Flower	Eaten	Resident*

*Can be one of any flower type

Watercress



NOTES

Gardener Level	18
Base Value (Seed)	13 coins
Base Value (Plant)	60 coins
Selling Price (Flower)	60 coins (Costolot's)
Selling Price (Seed)	12 coins (Costolot's)
Fertilizer Color	Green (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in mud
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 7 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 8 or higher).

PLANT PROVIDENCE

A watercress seed or flower (usually attached to the plant, then knocked off by the Piñata or by shovel tapping) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Chippopotamus	Flower (14)	Garden	Visit
Chippopotamus	Flower (10)	Eaten	Resident
Fizzlybear	Seed	Eaten	Variant (green)
Flutterscotch (white)	Flower	Eaten	Species (green)
Horstachio	Flower	Eaten	Variant (green)
Newtgat	Flower	Garden	Visit
Newtgat	Flower (3)	Eaten	Resident
Profitamole	Seed	Eaten	Variant (green)
Rashberry	Seed	Eaten	Variant (green)
Sparrowmint	Flower	Eaten	Variant (green)
Squazzil	Seed	Eaten	Variant (green)
Taffly	Flower	Garden	Appearance*
Taffly	Flower (2)	Garden	Visit*
Taffly	Flower	Eaten	Resident*
Whirlm	Seed	Eaten	Variant (green)

*Can be one of any flower type

Water Lily



NOTES

Gardener Level	18
Base Value (Seed)	33 coins
Base Value (Plant)	150 coins
Selling Price (Flower)	150 coins (Costolot's)
Selling Price (Seed)	30 coins (Costolot's)
Fertilizer Color	Purple (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in mud
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 17 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 18 or higher).

PLANT PROVIDENCE

A water lily seed or flower (usually attached to the plant, then knocked off by the Piñata or by shovel tapping) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Arocknid	Seed	Eaten	Variant (pink)
Badgesicle	Flower	Eaten	Variant (greenish-pinkish red)*
Bunnycomb	Seed	Eaten	Variant (pink)
Candary	Seed	Eaten	Variant (pink)
Chewnicorn	Seed	Eaten	Variant (pink)
Chippopotamus	Flower (14)	Garden	Visit
Chippopotamus	Flower (10)	Eaten	Resident
Chippopotamus	Seed	Eaten	Variant (pink)*
Cocoadile	Seed	Eaten	Variant (pink)
Crowla	Seed	Eaten	Variant (pink)
Flutterscotch (white)	Seed	Eaten	Variant (pink)
Goobaa	Flower	Eaten	Romance
Goobaa	Seed	Eaten	Variant (pink)
Juicygoose	Seed	Eaten	Variant (pink)
Kittyfloss	Flower	Eaten	Variant (pink)
Lackatoad	Seed	Eaten	Variant (pink)
Macaraccoon	Seed	Eaten	Variant (pink)
Mallowolf	Seed	Eaten	Variant (pink)
Moozipan	Seed	Eaten	Variant (pink)*
Newtgat	Seed	Eaten	Variant (pink)

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Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Pigxie	Flower	Eaten	Variant (green-ish-pinkish red)*
Ponocky	Seed	Eaten	Variant (pink)
Pretztail	Flower	Eaten	Variant (pink)
Quackberry	Seed	Eaten	Variant (pink)
Raisant	Flower	Eaten	Variant (pink)
Reddhott	Flower	Eaten	Variant (pink)
Sparrowmint	Seed	Eaten	Variant (pink)
Squazzil	Seed	Eaten	Variant (pink)
Swanana	Flower (3)	Eaten	Romance
Sweetooth	Flower (2)	Eaten	Resident
Sweetooth	Flower	Garden	Visit
Taffly	Flower	Garden	Appearance**
Taffly	Flower (2)	Garden	Visit**
Taffly	Flower	Eaten	Resident**
Whirlm	Seed	Eaten	Variant (pink)

*Requires one or more additional items

**Can be one of any flower type



WEEDS

There are four types of weed that you can plant from seed in your garden. The following information lists the type of seed, the price you can get for the flower heads you obtain, and what Piñatas enjoy this type of plant.

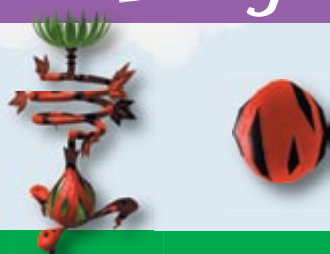


NOTE

- When the weed is fully grown, tap it with your shovel (⊗) to release the flower. Flowers also release seeds, which you can plant, starting the growing cycle again.
- Some weeds also release seeds and flower heads, and continue to grow even without you looking after them. Others cause Piñatas to fight or become sick.
- When selling to Costolot, you can pick individual flowers or seeds and sell them, keeping the flower stem so it produces more flowers and seeds. You can also sell the entire plant, but you are charged for this service. It's better to destroy weeds using your shovel.
- When you select the weed, check its information (Ⓢ).
- Flowers grow to maturity and then die back and constantly propagate themselves (usually in two garden days), even without watering. They don't need fertilizer either.



Poison Ivy



NOTES

Gardener Level	9
Base Value (Seed)	22 coins
Selling Price (Plant)	-100 coins (Costolot's)
Selling Price (Flower)	100 coins (Costolot's)
Selling Price (Seed)	20 coins (Costolot's)
Fertilizer Color	None
Surface Requirements	Plant in mud, grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 8 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 9 or higher).

PLANT PROVIDENCE

A poison ivy seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Barkbark	Flower	Eaten	Variant (green)
Dragumfly	Flower	Eaten	Variant (green)
Fudgehog	Flower	Eaten	Variant (green)
Galagoogoo	Flower	Eaten	Variant (green)
Goobaa	Flower (2)	Eaten	Romance
Taffly	Flower	Eaten	Variant (green)

NOTE

Poison ivy can yield coinage if you sell only the flowers and seeds. Three plants (costing 66 coins), grown in about one garden day, produces three flowers and eight seeds: 460 coin value! Just be sure you fence off this area, as poison ivy spreads like wildfire.

Thistle



NOTES

Gardener Level	2
Base Value (Seed)	13 coins
Selling Price (Plant)	-60 coins (Costolot's)
Selling Price (Flower)	60 coins (Costolot's)
Selling Price (Seed)	12 coins (Costolot's)
Fertilizer Color	None
Surface Requirements	Plant in mud, grass, soil, or long grass
Obtained by	Talk to Seedos for the seed or hit him with your shovel, or purchase the seed at Costolot's store (you must be Gardener Level 2 or higher).

PLANT PROVIDENCE

A thistle seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Doenut	Flower	Eaten	Variant (purple)
Flutterscotch (white)	Flower	Eaten	Species (purple)
Fudgehog	Flower (2)	Garden	Visit
Fudgehog	Flower	Eaten	Resident
Mothdrop	Flower	Eaten	Romance
Shellybean	Flower	Garden	Visit
Shellybean	Flower	Eaten	Resident
Sparrowmint	Flower	Eaten	Variant (purple)

NOTE

Remember to sell only the flower and the seed to Costolot, not the plant. Also, you must usually whack (not tap) thistles to make them release the flower.

Toadstool



NOTES

Gardener Level	11
Base Value (Seed)	46 coins
Selling Price (Plant)	-210 coins (Costolot's)
Selling Price (Seed)	42 coins (Costolot's)
Fertilizer Color	None
Surface Requirements	Plant in mud, grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 10 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 11 or higher).

PLANT PROVIDENCE

A toadstool affects the following Piñatas:

Piñata	# of Toadstools	Eaten or in Garden	For which Requirement
Fourheads	1	Eaten	Romance
Lackatoad	2	Eaten	Romance
Most Piñatas	1	Eaten	Sickened

TINKERING



Bart can tinker a toadstool, turning it into a Mushroom (selling price is 280 coins). Feed this to the following Piñatas:

Piñata	# of Mushrooms	Eaten or in Garden	For which Requirement
Sour Profitamole	2	Garden	Resident
Macaraccoon	1	Eaten	Variant (yellow)



NOTE

Toadstools don't have "flowers." They also attract most Piñata and make them sick.

Venus Piñata Plant



NOTES

Gardener Level	16
Base Value (Seed)	79 coins
Selling Price (Plant)	-360 coins (Costolot's)
Selling Price (Flower)	360 coins (Costolot's)
Selling Price (Seed)	72 coins (Costolot's)
Fertilizer Color	None
Surface Requirements	Plant in mud, grass, soil, or long grass
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 15 or higher) and getting lucky, hitting him with your shovel, or purchasing the seed at Costolot's store (Gardener Level 16 or higher).

PLANT PROVIDENCE

A poison ivy seed or flower (usually attached to the plant, then knocked off by the Piñata) affects the following Piñatas:

Piñata	Seed or Flower (and #)	Eaten or in Garden	For which Requirement
Buzzlegum	Flower	Eaten	Variant (orange)
Parrybo	Flower	Eaten	Variant (orange)
Twingersnap	Flower	Eaten	Variant (yellow)



NOTE

Remember to sell only the flower and seed to Costolot, not the plant.

VEGETABLES

There are five types of vegetables you can plant from seed in your garden or buy fully grown from Costolot's store. Below is information on all of them, listing the type of seed, the price you can get for the vegetable you grow, and what Piñatas enjoy it.

NOTE

- When the vegetable is fully grown, it unearths itself and is ready for selling or for feeding to a Piñata. You must buy a new seed each time you want a new vegetable.
- When you select the vegetable, check its information (Y) for more detail.
- By properly feeding and watering the tree or bush, you can increase its base value (how much it can be sold for) by four times.

Carrot



NOTES

Gardener Level	2
Base Value (Seed)	2 coins
Base Value (Vegetable)	10 coins
Selling Price (Seed)	2 coins (Costolot's)
Selling Price (Vegetable)	40 coins (Costolot's)*
Fertilizer Color	Orange
Surface Requirements	Plant in grass or soil
Obtained by	Talking to Seedos for the seed and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 2 or higher).

* Vegetable must be fertilized properly for bonus growth.

PLANT PROVIDENCE

A carrot seed or vegetable affects the following Piñatas:

Piñata	Seed or Vegetable (and #)	Eaten or in Garden	For which Requirement
Bunnycomb	Vegetable	Garden	Appearance
Bunnycomb	Vegetable	Garden	Visit
Bunnycomb	Vegetable (3)	Eaten	Resident
Horstachio	Vegetable (3)	Eaten	Resident
Lickatoad	Vegetable	Eaten	Variant (red)*
Profitamole	Vegetable (3)	Eaten	Romance

*Requires one or more additional items

TINKERING



Bart can tinker a carrot, turning it into Carrot Cake (selling price is 30 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Jameleon	Variant (red)
Ponocky	Romance
Reddhott	Variant (red)
Zumbug	Variant (yellowish orange)*

*Requires one or more additional items

Chili



NOTES

Gardener Level	11
Base Value (Seed)	22 coins
Base Value (Vegetable)	100 coins
Selling Price (Seed)	20 coins (Costolot's)
Selling Price (Vegetable)	400 coins (Costolot's)*
Fertilizer Color	Red (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass or soil
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 10 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 11 or higher).

* Vegetable must be fertilized properly for bonus growth.

PLANT PROVIDENCE

A chili seed or vegetable affects the following Piñatas:

Piñata	Seed or Vegetable (and #)	Eaten or in Garden	For which Requirement
Cinamonkey	Vegetable	Eaten	Variant (red)
Elephanilla	Vegetable (2)	Eaten	Romance
Fudgehog	Vegetable	Eaten	Variant (red)
Horstachio	Seed	Eaten	Variant (red)
Newtgat	Vegetable	Eaten	Evolve (Salamango)
Rashberry	Vegetable (rotten)	Eaten	Romance
Reddhott	Vegetable (3)	Eaten	Romance
Salamango	Seed (2)	Eaten	Romance
Sherbat	Seed	Eaten	Variant (red)



NOTE

Buy loads of chili seeds as soon as possible, sow them close together, fertilize them, and produce giant chilies to sell back to Costolot's store. Chilies grow in seconds, and you'll get 400 coins for each large one.

Corn



NOTES

Gardener Level	5
Base Value (Seed)	7 coins
Base Value (Vegetable)	30 coins
Selling Price (Seed)	6 coins (Costolot's)
Selling Price (Vegetable)	120 coins (Costolot's)*
Fertilizer Color	Yellow
Surface Requirements	Plant in grass or soil
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 4 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 5 or higher).

* Vegetable must be fertilized properly for bonus growth.

PLANT PROVIDENCE

A corn seed or ear of corn affects the following Piñatas:

Piñata	Seed or Vegetable (and #)	Eaten or in Garden	For which Requirement
Chewnicorn	Vegetable	Eaten	Variant (yellow)
Cluckles	Vegetable	Eaten	Romance
Elephanilla	Vegetable (16)	Garden	Visit
Elephanilla	Vegetable (4)	Eaten	Resident
Pudgeon	Vegetable (2)	Eaten	Romance
Quackberry	Vegetable	Garden	Visit
Shellybean	Vegetable	Eaten	Variant (yellow)

TINKERING



You can buy Bread from Costolot's store (see the "Produce" section of this chapter). Also, Bart can tinker an ear of corn, turning it into Bread (selling price is 60 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Galagoogoo	Variant (pinkish-purple)
Ponocky	Variant (pinkish-purple)
Quackberry	Resident



Bart can tinker Bread, turning it into a Sandwich (selling price is 100 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Swanana (2 Sandwiches)	Resident
Moozipan	Variant (white)

Pumpkin



NOTES

Gardener Level	10
Base Value (Seed)	13 coins
Base Value (Vegetable)	60 coins
Selling Price (Seed)	12 coins (Costolot's)
Selling Price (Vegetable)	240 coins (Costolot's)*
Fertilizer Color	Orange
Surface Requirements	Plant in grass or soil
Obtained by	Talking to Seedos for the seed (you must be Gardener Level 9 or higher) and getting lucky, or purchasing the seed at Costolot's store (Gardener Level 10 or higher).

* Vegetable must be fertilized properly for bonus growth.

PLANT PROVIDENCE

A pumpkin seed or vegetable affects the following Piñatas:

Piñata	Seed or Vegetable (and #)	Eaten or in Garden	For which Requirement
Badgesicle	Vegetable (2)	Eaten	Resident
Bunnycomb	Vegetable	Eaten	Variant (orange)
Cluckles	Seed	Eaten	Romance
Dragumfly	Vegetable	Eaten	Variant (orange)
Elephanilla	Vegetable (2)	Eaten	Romance

TINKERING



Bart can tinker a pumpkin, turning it into a Jack 'o' Lantern (selling price is 100 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Arocknid	Variant (orange)
Doenut	Variant (orange)*
Sour Sherbat	Resident

*Requires one or more additional items

Turnip



NOTES

Gardener Level	2
Base Value (Seed)	2 coins
Base Value (Vegetable)	10 coins
Selling Price (Seed)	2 coins (Costolot's)
Selling Price (Vegetable)	40 coins (Costolot's)*
Fertilizer Color	Purple (special mix fertilizer is more cost-effective)
Surface Requirements	Plant in grass or soil
Obtained by	Talking to Seedos for the seed and getting lucky, or purchasing the seed at Costolot's store (you must be Gardener Level 2 or higher).

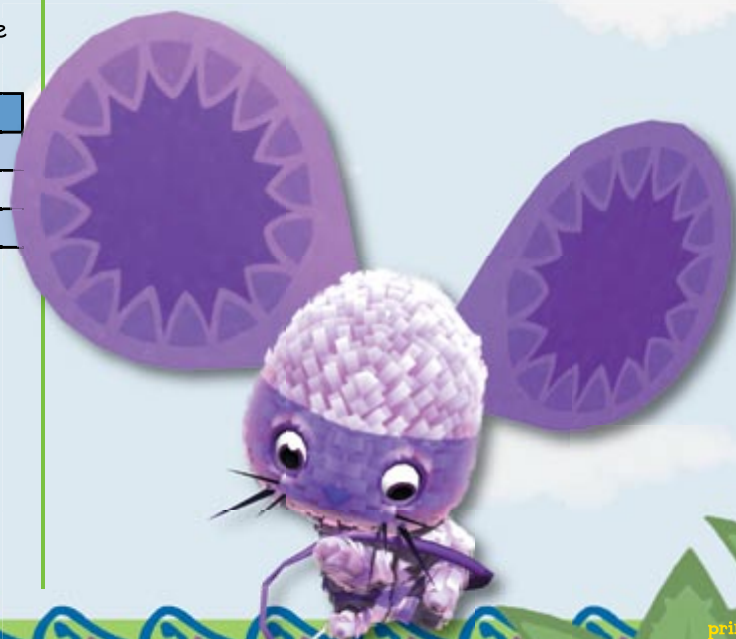
* Vegetable must be fertilized properly for bonus growth.

PLANT PROVIDENCE

A turnip seed or vegetable affects the following Piñatas:

Piñata	Seed or Vegetable (and #)	Eaten or in Garden	For which Requirement
Mothdrop	Vegetable	Eaten	Variant (purple)*
Mousemallow	Vegetable	Garden	Appearance
Mousemallow	Vegetable	Garden	Visit
Mousemallow	Vegetable	Eaten	Resident
Whirlm	Vegetable	Eaten	Variant (purple)

*Requires one or more additional items



Part 2: Garden Produce

There are five types of produce that you can either buy from Costolot's store or obtain through other means, such as tinkering or farming a particular Piñata. Below is information on all of them, including the type of produce, the price you can get for it, and whether any Piñatas enjoy it.

NOTE

If you can farm a piece of produce, you can sell it to Costolot's store. When you select the produce, check its information (Y) for more detail.

Bone



NOTES

Gardener Level	13
Base Value	500 coins
Selling Price	100 coins (Costolot's)
Obtained by	Purchasing the bone at Costolot's store (you must be Gardener Level 13 or higher).

PRODUCE PROVIDENCE

The bone affects the following Piñatas:

Piñata	For which Requirement
Barkbark	Romance

NOTE

Purchasing the bread allows you to instantly have bread but costs a huge amount more. Try tinkering it from corn instead.

Bread



NOTES

Gardener Level (to purchase bread)	7
Gardener Level (to purchase corn seed)	5
Base Value (tinkered corn)	57 coins (gold tinker)
Base Value (purchased bread)	300 coins (Costolot's)
Selling Price	60 coins (Costolot's)
Obtained by	Having Bart tinker an ear of corn, or purchasing the bread at Costolot's store (you must be Gardener Level 7 or higher).

PRODUCE PROVIDENCE

Bread affects the following Piñatas:

Piñata	For which Requirement
Galagoogoo	Variant (pinkish purple)
Ponocky	Variant (pinkish purple)
Quackberry	Resident

TINKERING



Bart can tinker bread, turning it into a Sandwich (selling price is 100 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Swanana (2 sandwiches)	Resident
Moozipan	Variant (white)

Honey



NOTES

Gardener Level	2
Base Value	500 coins
Selling Price	100 coins (Costolot's)
Obtained by	Purchasing the honey at Costolot's store (you must be Gardener Level 2 or higher), or having Willy Builder build a honey hive and sending Buzzlegums in to produce it. See the "Special Buildings" section of this chapter for further details.

PRODUCE PROVIDENCE

Honey affects the following Piñatas:

Piñata	For which Requirement
Badgesicle	Variant (orange-red)*
Fizzlybear (2 jars)	Resident
Fourheads	Variant (yellow)
Raisant	Romance

*Requires one or more additional items

TINKERING



Bart can tinker honey, turning it into a bottle of Medicine (selling price is 150 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Barkbark	Variant (pink)
Buzzenge	Variant (pink)
Buzzlegum	Variant (pink)
Cluckles	Variant (pink)
Fourheads	Variant (pink)
Jameleon	Variant (white)*
Kittyfloss	Variant (pink)
Roario	Variant (pink)
Sour Crowla	Resident
Swanana	Variant (pink)
Sweetooth	Variant (pink)

*Requires one or more additional items

Milk



NOTES

Gardener Level	11
Base Value	1,400 coins
Selling Price	280 coins (Costolot's)
Obtained by	Purchasing the milk at Costolot's store (you must be Gardener Level 11 or higher), or having Willy Builder build a milking shed and sending Moozipans in to produce it. See the "Special Buildings" section of this chapter for further details.

PRODUCE PROVIDENCE

Honey affects the following Piñatas:

Piñata	For which Requirement
Dragonache	Maturing
Eaglair	Variant (white)
Salamango	Variant (white)*

*Requires one or more additional items

TINKERING



Bart can tinker milk, turning it into Cheese (selling price is 450 coins). Feed this to the following Piñatas:

Piñata	For which Requirement
Mousemallow	Variant (yellow)
Parrybo	Variant (greenish yellow)*

*Requires one or more additional items

NOTE

Feed milk to a Piñata that has just hatched, and it matures more quickly. However, the expense makes this plan less appealing, and therefore optional.

Wool



NOTES

Gardener Level	9
Base Value	1,050 coins
Selling Price	210 coins (Costolot's)
Obtained by	Purchasing the wool at Costolot's store (you must be Gardener Level 9 or higher), or having Willy Builder build a shearing shed and sending Goobaas in to produce it. See the "Special Buildings" section of this chapter for further details.

PRODUCE PROVIDENCE

Wool affects the following Piñatas:

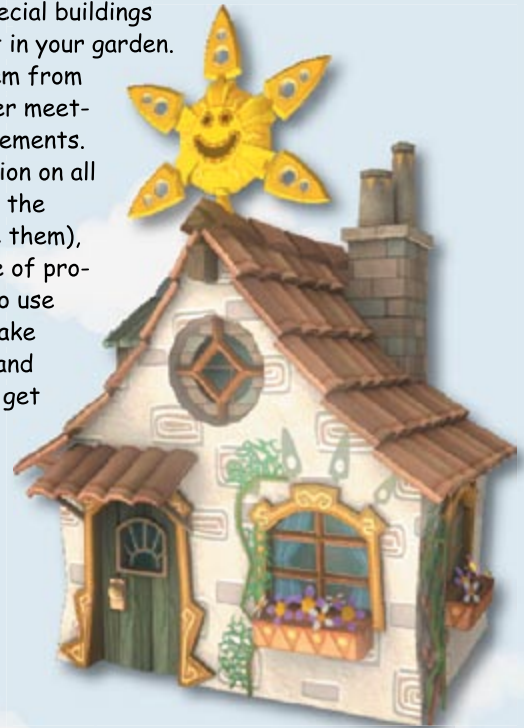
Piñata	For which Requirement
Kittyfloss	Romance

*Requires one or more additional items



Part 4: Special Buildings

There are five special buildings you can construct in your garden. You buy all of them from Willy Builder after meeting certain requirements. Below is information on all of them (listed in the order you receive them), including the type of produce made, how to use your Piñatas to make certain produce, and the price you can get for it.



Honey Hive

NOTES

Gardener Level	Built in	Build Cost	Sell Cost
5	40 seconds	66 coins	60 coins

BUILDING PLANS



Buzzlegums produce honey. Place this building near to their home and raise Buzzlegums. Manually direct them into the hive so they start making honey.



When a Buzzlegum has made honey, it must eat a daisy flower before making a second honey pot. Direct your Buzzlegum to a daisy, and keep a plentiful supply of this flower.



Purchase a Beekeeper Hat accessory from Paper Pets so your Buzzlegums automatically produce honey for you. To stop production, take the hat off or sell the hive.



Shearing Shed

NOTES

Gardener Level	Built in	Build Cost	Sell Cost
N/A (Resident Goobaa needed)	60 seconds	462 coins	420 coins

BUILDING PLANS



Goobaas produce wool in this shed. Place this building near to their home. Manually direct them into the shed so they start producing wool.



When a Goobaa has been sheared, it must eat a sunflower before growing a second coat and being subsequently sheared. Keep a plentiful supply of this flower.



Purchase a Bonnet accessory from Paper Pets so your Goobaas automatically produce wool for you. To stop production, take the bonnet off or sell the shed.



Milking Shed

NOTES

Gardener Level	Built in	Build Cost	Sell Cost
N/A (Resident Moozipan needed)	70 seconds	616 coins	560 coins

BUILDING PLANS



Moozipans produce milk. Place this building near to their home and manually direct them into the shed so they start making milk.



When a Moozipan has produced milk, it must eat a sunflower before making a second bottle of milk. Direct your Moozipan to a sunflower and keep a plentiful supply of this flower.



Purchase a Bell accessory from Paper Pets so your Moozipans automatically produce milk for you. To stop production, take it off or sell the shed.



Helper Home

NOTES

Gardener Level	Built in	Build Cost	Sell Cost
10	60 seconds	220 coins	200 coins

BUILDING PLANS



Place this near where any hired helpers work, such as by a patch of vegetables where a Gatherling works or by a mine where Diggerlings excavate.



Helper houses allow up to five helpers to head here instead of into the village at the end of each day. This means they work your garden longer.



This is particularly useful if you're working on excavations with the mine; make sure the home's front door and the mine entrance are close to each other.



Mine

NOTES

Gardener Level	Built in	Build Cost	Sell Cost
26	60 seconds	16,500 coins	15,000 coins

BUILDING PLANS



Hire around four Diggerlings from Arfur's Inn to dig in the mine. Select each one, and pay them coins until their Happiness is maxed out.



Place a helper home nearby so Diggerlings work longer hours. Direct them into the mine so they continuously dig. Keep this up for days, and you'll receive items (see the "Excavated Goods" table).



Purchase one or two Lanterns 'o' Loot from Ivor Bargain to increase the chances of excavating a high-value item.



Raise or purchase a Candary, fit it with the Gas Mask accessory, and direct it into the mine to increase the chances of excavating a high-value item.



The most important item to find is the Dragonache's egg!



The lumps of soil that appear around your mine are useless; simply flatten them or sell them for 0 coins to Costolot (which is slightly quicker), or direct a tamed Profitamole to eat them.

NOTE

If you have four happy Diggerlings, expect to receive a Dragonache egg within two to three days of operation.

EXCAVATED GOODS

Item	Usage	Selling Cost
Mine workings	None	0
Candy	Piñata Happiness or increasing romance	Varies
Chocolate coin	Cash	Varies
Diamond	Sold for coins	2,750
Mystery egg	Hatches into Dragonache	0
Emerald	Sold for coins	1,400
Gem	Sold for coins	500
Giant seeds	Bigger seeds (no special abilities)	Same as seeds
Gold flakes	Sold for coins	500
Gold nugget	Sold for coins	1,050
Sapphire	Sold for coins	1,800

Part 5: Candy

There are five types of candy. Most are bought from Costolot or Ivor Bargain, or fall out of a Piñata. Sour candy is coughed up by Sour Piñatas and Ruffians. Below is information on all of them (listed in the order you receive them), including the type of candy, the price you can get for it, and the effects.



Romance Candy



NOTES

Gardener Level	2
Base Value	6 coins
Selling Price	5 coins (Costolot's)
Obtained by	Purchasing at Costolot's store.

Tactics

Feed to a Piñata species you have already romanced the natural way. After they produce an egg, you can romance all the remaining Piñata of this species by feeding them one candy each. Terrain and house romance requirements are still necessary.

Happy Candy



NOTES

Gardener Level	5
Base Value	17 coins
Selling Price	15 coins (Costolot's)
Obtained by	Purchasing at Costolot's store.

Tactics

Feed to a Piñata to increase its Happiness, and continue feeding until Happiness is full and the Piñata is overjoyed. When this occurs, you receive a bonus (and the Piñata's value increases), and the Piñata listens to you more.

Joy Candy



NOTES

Gardener Level	34
Base Value	83 coins
Selling Price	75 coins (Costolot's)
Obtained by	Purchasing at Ivor Bargain's store.

Tactics

Feed to a Piñata to immediately increase its Happiness to overjoyed. You receive a bonus (and the Piñata's value increases), and the Piñata listens to you more.

Life Candy



NOTES

Gardener Level	Varies
Base Value	Varies
Selling Price	Varies
Obtained by	Whacking a Piñata

Tactics

When a Piñata explodes, a shower of candy falls out. Most are "Piñata candy," which is the same as happy candy. Some candy is the same color as the Piñata and is "life candy." Sell this to Costolot; don't let a Piñata eat it or a Ruffian steal it. This candy also goes rotten and explodes; get to it quickly!



NOTE

This candy is worth the base value of the Piñata (for example, a Fudgehog's is worth 1,000 coins). For all the Piñata candy prices, see the "base value" in the "Piñata Prospectus" chapter.

Sour Candy



NOTES

Gardener Level	N/A
Base Value	N/A
Selling Price	-30 coins (Costolot's)
Obtained by	Coughed up by Sour Piñatas or Ruffians

Tactics

Listen for the "distress" sound indicating a Sour Piñata or Ruffian has coughed up a sour candy. This candy is red and black, and any Piñata who eats it becomes sick. Don't sell it to Costolot's store, as you'll lose coinage. Instead, whack each sour candy until it explodes.

Part 6: Garden Ornamentation

Paving

There are seven types of candy, all of which you buy from Costolot's store. The items here are listed in the order you receive them.



NOTE

- Paving adds an air of quality to your garden, increases its value, and is used by helpers and garden residents to move about on.
- All have identical properties, except for style and price.
- To sell paving, select a nearby object (like a Piñata or fruit) to bring up the sell option (Ⓔ), then hover over the paving.



STONE PAVING

Notes

Gardener Level	Base Value	Selling Price	Obtained by
2	6 coins	5 coins	Purchasing at Costolot's store



COBBLESTONES

Notes

Gardener Level	Base Value	Selling Price	Obtained by
7	17 coins	15 coins	Purchasing at Costolot's store



SLAB PAVING

Notes

Gardener Level	Base Value	Selling Price	Obtained by
7	17 coins	15 coins	Purchasing at Costolot's store



BLOCK PAVING

Notes

Gardener Level	Base Value	Selling Price	Obtained by
10	33 coins	30 coins	Purchasing at Costolot's store

CRAZY PAVING

Notes

Gardener Level	Base Value	Selling Price	Obtained by
14	55 coins	50 coins	Purchasing at Costolot's store

OCTAGONAL PAVING

Notes

Gardener Level	Base Value	Selling Price	Obtained by
19	83 coins	75 coins	Purchasing at Costolot's store

SHOWBIZ PAVING

Notes

Gardener Level	Base Value	Selling Price	Obtained by
28	116 coins	105 coins	Purchasing at Costolot's store

Fences and Gates

There are nine types of fences and gates, which you buy from Costolot's store or from Ivor Bargain's.

NOTE

- Fences and gates add an air of quality to your garden, increase its value, and, more importantly, allow you to separate Piñatas that may fight each other (providing there are no gaps in your fence).
- Add a gate so your helpers can move about but your Piñatas stay enclosed.
- Piñatas that can fly or climb trees may be able to maneuver over your fences.
- All have identical properties, except for style and price.
- To sell a fence or gate, select a nearby object (like a Piñata or fruit) to bring up the sell option (Ⓔ), then hover over the fence or gate.

WIRE FENCE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
2	6 coins	5 coins	Purchasing at Costolot's store

WOODEN FENCE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
6	17 coins	15 coins	Purchasing at Costolot's store

WOODEN GATE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
6	33 coins	30 coins	Purchasing at Costolot's store

WOODEN PICKET FENCE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
8	33 coins	30 coins	Purchasing at Costolot's store

HEDGE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
10	55 coins	50 coins	Purchasing at Costolot's store

IRON RAILINGS

Notes

Gardener Level	Base Value	Selling Price	Obtained by
12	83 coins	75 coins	Purchasing at Costolot's store

IRON GATE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
12	116 coins	105 coins	Purchasing at Costolot's store

STONE WALL

Notes

Gardener Level	Base Value	Selling Price	Obtained by
18	116 coins	105 coins	Purchasing at Ivor Bargain's

OAK GATE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
18	154 coins	140 coins	Purchasing at Ivor Bargain's

Garden Items

There are 30 types of items for your garden, which you buy from Costolot's store or from Ivor Bargain's. They add an air of quality to your garden and increase its value, and some of them have a specific use. If no use is listed the item is just for decoration. You can arrange them to create "theme" gardens or just place them for looks.

FIREBRAND

Notes

Gardener Level	Base Value	Selling Price	Obtained by
2	132 coins	120 coins	Purchasing at Costolot's store

Use

Turn off and on with Ⓐ. Place in garden for Mothdrop resident requirement. Direct a Taffly into a firebrand to evolve it into a Reddhott.

CARTWHEEL

Notes

Gardener Level	Base Value	Selling Price	Obtained by
3	22 coins	20 coins	Purchasing at Costolot's store

PILE OF LEAVES

Notes

Gardener Level	Base Value	Selling Price	Obtained by
3	22 coins	20 coins	Purchasing at Costolot's store

ORNAMENTAL STONES

Notes

Gardener Level	Base Value	Selling Price	Obtained by
3	22 coins	20 coins	Purchasing at Costolot's store

HAY BALE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
3	22 coins	20 coins	Purchasing at Costolot's store

TOXIC DRUM

Notes

Gardener Level	Base Value	Selling Price	Obtained by
3	22 coins	20 coins	Purchasing at Costolot's store

FIR TREE LOG

Notes

Gardener Level	Base Value	Selling Price	Obtained by
3	22 coins	20 coins	Purchasing at Costolot's store

FLOWER CARVING

Notes

Gardener Level	Base Value	Selling Price	Obtained by
3	22 coins	20 coins	Purchasing at Costolot's store

BIRDBATH

Notes

Gardener Level	Base Value	Selling Price	Obtained by
10	330 coins	300 coins	Purchasing at Costolot's store

Use

Place in garden for Sour Crowla resident requirements.

MILK CHURN

Notes

Gardener Level	Base Value	Selling Price	Obtained by
10	66 coins	60 coins	Purchasing at Costolot's store



HOLLOW LOG

Notes

Gardener Level	Base Value	Selling Price	Obtained by
10	66 coins	60 coins	Purchasing at Costolot's store



BARREL

Notes

Gardener Level	Base Value	Selling Price	Obtained by
10	66 coins	60 coins	Purchasing at Costolot's store



GLOW ROCKS

Notes

Gardener Level	Base Value	Selling Price	Obtained by
10	66 coins	60 coins	Purchasing at Costolot's store

Use

Turn off and on with **A**. Place in garden for Mothdrop resident requirements.



FISH FOUNTAIN

Notes

Gardener Level	Base Value	Selling Price	Obtained by
12	330 coins	300 coins	Purchasing at Costolot's store



SWORD MK2

Notes

Gardener Level	Base Value	Selling Price	Obtained by
14	66 coins	60 coins	Purchasing at Costolot's store



TOMBSTONE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
14	66 coins	60 coins	Purchasing at Costolot's store



VASE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
14	66 coins	60 coins	Purchasing at Costolot's store



SUNDIAL

Notes

Gardener Level	Base Value	Selling Price	Obtained by
14	66 coins	60 coins	Purchasing at Costolot's store



BIRD AND BEAR STATUE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
15	462 coins	420 coins	Purchasing at Costolot's store

Use

Statue of Banjo the Bear and Kazooie the Bird.



SURFBOARD

Notes

Gardener Level	Base Value	Selling Price	Obtained by
19	132 coins	120 coins	Purchasing at Costolot's store



WIND CHIME MK1

Notes

Gardener Level	Base Value	Selling Price	Obtained by
19	132 coins	120 coins	Purchasing at Costolot's store



WIND CHIME MK2

Notes

Gardener Level	Base Value	Selling Price	Obtained by
19	132 coins	120 coins	Purchasing at Costolot's store



SWAN FOUNTAIN

Notes

Gardener Level	Base Value	Selling Price	Obtained by
25	616 coins	560 coins	Purchasing at Costolot's store

Use

Place in the garden for Swanana romance requirements.



PIRATE STATUE

Notes

Gardener Level	Base Value	Selling Price	Obtained by
30	792 coins	720 coins	Purchasing at Costolot's store

Use

Place in the garden for Parrybo and Pudgeon romance requirements.



MOON-ON-A-STICK

Notes

Gardener Level	Base Value	Selling Price	Obtained by
32	990 coins	900 coins	Purchasing at Costolot's store

Use

Turn off and on with Ⓢ. Place in garden for Galagoogoo and Mothdrop resident requirements.



LANTERN 'O' LOOT

Notes

Gardener Level	Base Value	Selling Price	Obtained by
14	220 coins	200 coins	Purchasing at Ivor Bargain's store

Use

Place near your mine to unearth more valuable items.



RED EYE RAINBOW

Notes

Gardener Level	Base Value	Selling Price	Obtained by
14	616 coins	560 coins	Purchasing at Ivor Bargain's store

Use

Lessens the number of fights your Piñatas have but won't stop fights altogether.



WATER WAIVER

Notes

Gardener Level	Base Value	Selling Price	Obtained by
14	792 coins	720 coins	Purchasing at Ivor Bargain's store

Use

Lessens the water you need to use in your watering can. Unnecessary when you purchase the One Pour Wonder.



DASTARDOS SCARER

Notes

Gardener Level	Base Value	Selling Price	Obtained by
25	2,310 coins	2,100 coins	Purchasing at Ivor Bargain's store

Use

Statue of Mumbo Jumbo (from *Banjo-Kazooie*). Lengthens the time Dastardos takes to reach a sick Piñata.



CAPTAIN'S CUTLASS

Notes

Gardener Level	Base Value	Selling Price	Obtained by
30	11,000 coins	10,000 coins	Purchasing at Ivor Bargain's store

Use

Keeps Ruffians and Professor Pester from your garden.





Appendices



The Appendices

To finish your encyclopedic Piñata knowledge, these appendices will show you tables containing the most important information for quick reference, along with an explanation of what each conveys.

APPENDIX I: PIÑATA ATTRACTION TABLE

This shows what the appearance, visit, and resident requirements are for every Piñata!

Piñata Species	Appear and Visit Requirements	Resident Requirements
Arocknid	Gardener Level 6, 4 Tafflies or 4 Raisants	Has eaten 2 Tafflies or 2 Raisants
Badgesicle	4 nocturnal residents	Has eaten 2 pumpkins and 1 Newtgat
Barkbark	Purchase at Miss Petula's Paper Pets	—
Bonboon	Bonboon resident, 1 monkeynut tree	1 monkeynut tree, 1 banana tree; has eaten 7 bananas and 7 monkeynuts
Bunnycomb	Carrot	Grass (4%); has eaten 3 carrots
Buzzenge	5 Candaries	1 fir tree; has eaten 3 Candaries
Buzzlegum	4 buttercups	6 buttercups
Candary	Evolve a Sparrowmint with a buttercup	—
Chewnicorn	Master Horstachio Breeder, 1 gem tree	1 mature gem tree; has eaten 15 gems
Chippopotamus	Water (50%), 14 watercress or 14 water lilies or 14 bullrush	Water (60%); has eaten 10 watercress, 10 water lilies, 10 bullrush
Cinnamoney	Fully grown monkeynut tree	3 fully grown trees; has eaten 8 monkeynuts
Cluckles	Purchase at Miss Petula's Paper Pets	—
Cocoadile	Cocoadile resident, water (16%), 5 Quackberries	Water (19%); has eaten 3 Quackberries
Crowla	Crowla resident, 4 Lickatoads	Has eaten 2 Lickatoads
Doenut	Grass (40%), long grass (8%), 10 blackberries or 10 gooseberries	Long grass (8%); has eaten 6 blackberries or 6 gooseberries
Dragonache	Mine, Diggerling	Dragonache excavated; Cluckles hatches it
Dragumfly	Gardener Level 26, water (15%)	Water (20%), 12 bullrushes; has fought a Reddhott and won
Eaglair	Gardener Level 33, 5 different resident species	1 mature oak tree, 15 different resident species; has eaten 4 Buzzenges

Piñata Species	Appear and Visit Requirements	Resident Requirements
Elephanilla	Level 36, 16 blackberries or 16 ears of corn or 16 gooseberries or 16 monkeynuts	Has eaten 4 blackberries and 4 ears of corn and 4 gooseberries and 4 monkeynuts
Fizzlybear	Gardener Level 30, 12 fir cones or 3 jars of honey	Has eaten 2 jars of honey and 8 fir cones
Flutterscotch (Black)	White Flutter-scotch eats 1 tulip flower	—
Flutterscotch (Blue)	White Flutter-scotch eats 1 bluebell flower	—
Flutterscotch (Brown)	White Flutter-scotch eats 1 bullrush	—
Flutterscotch (Green)	White Flutter-scotch eats 1 watercress flower	—
Flutterscotch (Orange)	White Flutter-scotch eats 1 bird-of-paradise flower	—
Flutterscotch (Pink)	White Flutter-scotch eats 1 water lily flower	—
Flutterscotch (Purple)	White Flutter-scotch eats 1 thistle flower	—
Flutterscotch (Red)	White Flutter-scotch eats 1 poppy flower	—
Flutterscotch (White)	2 daisies	4 daisies
Flutterscotch (Yellow)	White Flutter-scotch eats 1 buttercup flower	—
Fourheads	Evolve a Twinger-snap egg with your shovel	—
Fudgehog	Fourth night after start of garden, 4 Whirlms or 2 thistles	Has eaten 2 Whirlms and 1 thistle

Piñata Species	Appear and Visit Requirements	Resident Requirements
Galagoogoo	Completed Tower of Sour, Moon-on-a-Stick light, 8 Mothdrops or 16 Tulips	Groundskeeper (helper), has eaten 4 tulips and 2 Mothdrops
Goobaa	Purchase at Miss Petula's Paper Pets	—
Horstachio	Ponocky resident, grass (50%)	Grass (50%); has eaten 8 apples
Jameleon	Have 4 different-colored Flutterscotches	5 different-colored Flutterscotches
Juicygoose	Evolve a Quackberry with a gooseberry	—
Kittyfloss	Purchase at Miss Petula's Paper Pets	—
Lackatoad	Evolve a Lickatoad with a nightshade berry	—
Lickatoad	Water (1%)	Water (2%); has eaten 1 Taffly
Macaracoon	Macaracoon resident, 5 Syrupent family residents	Has eaten 3 Syrupents
Mallowolf	Mallowolf resident, 6 Rashberries	Has eaten 3 Rashberries
Moozipan	Purchase at Miss Petula's Paper Pets	—
Mothdrop	Night	Light in the garden
Mousemallow	1 turnip	Has eaten 1 turnip
Newtgat	Water (3%), 1 watercress	Water (3%); has eaten 3 watercress
Parrybo	Gardener Level 32, 1 bird-of-paradise	1 banana tree; has eaten 10 bananas.
Pigxie	Construct mystery house; romance a Rashberry and Swanana together	—
Ponocky	Purchase at Miss Petula's Paper Pets	—
Pretztail	Night	Has eaten 1 Cluckle or 1 Bunnycomb
Profitamole	Profitamole resident, 4 Arocknids	Has eaten 2 Arocknids
Pudgeon	Purchase at Miss Petula's Paper Pets	—

Piñata Species	Appear and Visit Requirements	Resident Requirements
Quackberry	Water (4%), 1 corn plant	Water (4%); has eaten 1 piece of Bread
Raisant	Level 4, 1 fruit tree of any kind	Has eaten 3 fruit of any kind
Rashberry	Purchase at Miss Petula's Paper Pets	—
Reddhott	Evolve a Taffly with a firebrand	—
Roario	Gardner Level 38, 5 Doenuts and 5 Zumbugs, garden worth 40,000 coins	Has eaten 2 Doenuts and 2 Zumbugs, garden worth 50,000 coins
Salamango	Evolve a Newtgat with a chili	—
Shellybean	Shellybean resident, 1 thistle	Has eaten 1 thistle flower
Sherbat	Sherbat resident, 3 Mothdrops	Has eaten 2 Mothdrops
Sour Bonboon	Gardener Level 35	Lose a fight against one of the Syrupent family
Sour Cocoadile	Gardener Level 28	Water (16%); has eaten 1 Sweetooth and 1 Swanana
Sour Crowla	Gardener Level 15	1 birdbath; has eaten 1 Medicine
Sour Macaracoon	Gardener Level 24	5 Master Romancer Awards; has eaten 1 Cluckles
Sour Mallowolf	Gardener Level 32	Has eaten 1 Pigxie
Sour Profitamole	Gardener Level 20	2 Mushrooms; has eaten 1 red Flutterscotch
Sour Shellybean	Gardener Level 5	Has eaten 1 apple seed
Sour Sherbat	Gardener Level 10	Has eaten 1 Jack 'o' Lantern
Sparrowmint	2 Whirlms	2 romanced Whirlms
Squazzil	Any Level 3 Piñata resident, 1 hazel tree	Has eaten 3 hazelnuts
Swanana	Gardener Level 27, water (20%), garden worth 40,000 coins	Water (25%); has eaten 2 sandwiches
Sweetooth	Level 27, water (12%), 1 water lily or 1 fir tree	Water (14%); has eaten 3 fir cones and 2 water lilies
Syrupent	Grass (1%)	Grass (2%); has eaten a Mousemallow
Taffly	2 flowers of any kind	Has eaten 1 flower of any kind
Twingersnap	Evolve a Syrupent egg with a shovel	—
Whirlm	Soil (1%) or grass (1%)	Soil (1%) or grass (1%)
Zumbug	Evolve a Horstachio with a blackberry and daisy	—

APPENDIX II: FOOD CHAIN AND ANIMOSITY TABLE

This shows what Piñatas eat and which Piñatas fight with each other; this is handy if you want multiple species in your garden and want to check whether or not they'll get along.

Piñata Species	Eats	Eaten by	Fights With
Arocknid	Raisant, Taffly	Macaraccoon, Profitamole	Reddhott
Badgesicle	Newtgat, Squazzil	None	Syrupent
Barkbark	None	None	Kittyfloss, Roario
Bonboon	Jameleon	None	Cinnamonkey
Bunnycomb	None	Pretztail, Mallowolf	None
Buzzenge	Candaries, Pudgeons, Sparrowmints	Eaglair	None
Buzzlegum	None	Arocknid, Dragumfly	Raisant
Candary	None	Buzzenge	None
Chewnicorn	None	None	Zumbug
Chippopotamus	None	None	None
Cinnamonkey	None	None	Bonboon
Cluckles	None	Pretztail, Sour Macaraccoon	Pretztail*
Cocoadile	Juicygoose, Quackberry	None	None
Crowla	Lickatoad, Shellybean	None	None
Doenut	None	Roario	None
Dragonache	Dragumfly, Reddhott, Salamango	None	All**
Dragumfly	Buzzlegum, Raisant	Dragonache	Reddhott
Eaglair	Buzzenge, Sweetooth	None	None
Elephanilla	None	None	None
Fizzlybear	Raisant	None	None
Flutterscotch (Black)	None	None	None
Flutterscotch (Blue)	None	None	None
Flutterscotch (Brown)	None	None	None
Flutterscotch (Green)	None	Jameleon, Lickatoad	None
Flutterscotch (Orange)	None	None	None
Flutterscotch (Pink)	None	None	None

Piñata Species	Eats	Eaten by	Fights With
Flutterscotch (Purple)	None	None	None
Flutterscotch (Red)	None	Sour Profitamole	None
Flutterscotch (White)	None	None	None
Flutterscotch (Yellow)	None	Candary	None
Fourheads	Lackatoad	Sour Bonboon	None
Fudgehog	Whirlm	None	None
Galagoogoo	Mothdrop	None	None
Goobaa	None	Mallowolf	None
Horstachio	None	None	Ponocky, Zumbug
Jameleon	Flutterscotch (Green)	Bonboon	Bonboon*
Juicygoose	None	Cocoadile, Newtgat	Quackberry
Kittyfloss	Mousemallow	None	Barkbark, Shellybean, Squazzil
Lackatoad	None	Fourheads	Salamango
Lickatoad	Taffly, Flutterscotch (Green)	Crowla, Syrupent	Fourheads*, Newtgat, Syrupent*
Macaraccoon	Arocknid, Syrupent	None	None
Mallowolf	Bunnycomb, Goobaa, Rashberry	None	None
Moozipan	None	None	None
Mothdrop	None	Galagoogoo, Sherbat	None
Mousemallow	None	Syrupent, Kittyfloss	Fourheads*, Syrupent*, Twingersnap*
Newtgat	Raisant	Badgesicle, Juicygoose	Lickatoad
Parrybo	None	None	None
Pigxie	None	Mallowolf	Rashberry, Swanana
Ponocky	None	None	Horstachio, Zumbug

Piñata Species	Eats	Eaten by	Fights With
Pretztail	Cluckles, Bunnycomb, Quackberry	None	None
Profitamole	Arocknid	None	None
Pudgeon	None	Buzzenge	None
Quackberry	None	Cocoadile, Pretztail	Juicygoose, Pretztail*, Swanana
Raisant	None	Arocknid, Dragumfly, Fizzlybear, Newtgat	Buzzlegum
Rashberry	None	Mallowolf	Pigxie
Reddhott	None	Dragonache, Salamango	Arocknid, Dragumfly
Roario	Doenut, Zumbug	None	Barkbark
Salamango	Reddhott	Dragonache	Lackatoad
Shellybean	None	None	Kittyfloss
Sherbat	Mothdrop	None	None
Sour Bonboon	None	None	Fourheads, Syrupent, Twingersnap, All**
Sour Cocoadile	Sweetooth, Swanana	None	All**
Sour Crowla	None	None	All**
Sour Macaraccoon	Cluckles	None	All**
Sour Mallowolf	Pigxie	None	All**

Piñata Species	Eats	Eaten by	Fights With
Sour Profitamole	Flutterscotch (Red)	None	All**
Sour Shellybean	None	None	All**
Sour Sherbat	None	None	All**
Sparrowmint	Whirlm	Buzzenge	None
Squazzil	None	Badgesicle, Twingersnap	Twingersnap*
Swanana	None	Sour Cocoadile	Juicygoose, Pigxie, Quackberry
Sweetooth	None	Eaglair, Sour Cocoadile	None
Syrupent	Mousemallow, Lickatoad	Macaraccoon	Badgesicle, Mousemallow, Sour Bonboon
Taffly	None	Arocknid, Lickatoad	None
Twingersnap	Squazzil	None	Sour Bonboon
Whirlm	None	Fudgehog, Sparrowmint	None
Zumbug	None	Roario	Chewnicorn, Horstachio, Ponocky

* Indicates the Piñata is frightened and may not return to the garden if the other Piñata is present.

** Indicates this Piñata will actively fight or harm other Piñatas.



APPENDIX III: PIÑATA VARIANTS

A quick reference chart showing the items each Piñata needs to change color into a variant.

Piñata Species	Variant #	Item Needed (1 of Each)	Color(s)
Arocknid	1	Bluebell flower	Blue
	2	Jack 'o' Lantern (tinkered pumpkin)	Orange
	3	Water lily flower	Pink
Badgesicle	1	Bluebell flower	Blue
	2	Apple	Red
	3	Honey, water lily flower	Yellow/pink
Barkbark	1	Banana Split	Yellow
	2	Poison ivy flower	Green
	3	Medicine (tinkered honey)	Pink
Bonboon	1	Orchid flower	White
	2	Bluebell flower	Blue
	3	Bird-of-paradise seed, watercress seed	Orange/green
Bunnycomb	1	Gooseberry bush seed	Green
	2	Pumpkin	Orange
	3	Water lily flower	Pink
Buzzenge	1	Medicine (tinkered honey)	Pink
	2	Bluebell seed	Blue
	3	Buttercup flower	Yellow
Buzzlegum	1	Medicine (tinkered honey)	Pink
	2	Gem tree seed	White
	3	Venus Piñata trap flower	Orange
Candary	1	Bluebell flower	Blue
	2	Water lily seed	Pink
	3	Gooseberry Fool (tinkered gooseberry)	Green
Chewnicorn	1	Bluebell flower, water lily flower	Blue/pink
	2	Water lily seed	Pink
	3	Corn	Yellow
Chippopotamus	1	Watercress flower, Mushroom (tinkered toadstool)	Green/yellow
	2	Water lily seed, bird-of-paradise flower	Pink/orange
	3	Medicine (tinkered honey), Jam (tinkered blackberry)	Pink/purple
Cinnamonkey	1	Chili	Red
	2	Blackberry bush seed	Purple
	3	Water lily flower	Pink
Cluckles	1	Bluebell seed	Blue
	2	Oak tree seed	Green
	3	Medicine (tinkered honey)	Pink
Cocoadile	1	Bluebell flower	Blue
	2	Water lily seed	Pink
	3	Buttercup seed	Yellow
Crowla	1	Water lily flower	Pink
	2	Bird-of-paradise flower	Orange
	3	Bluebell seed	Blue

Piñata Species	Variant #	Item Needed (1 of Each)	Color(s)
Doenut	1	Oak tree seed	Green
	2	Thistle flower, Gooseberry Fool (tinkered gooseberry)	Purple/green
	3	Jack 'o' Lantern (tinkered pumpkin), corn	Orange/yellow
Dragumfly	1	Bluebell seed	Blue
	2	Pumpkin	Orange
	3	Poison ivy flower	Green
Eaglair	1	Buttercup seed	Golden
	2	Bluebell seed	Blue
	3	Milk	White
Elephanilla	1	Bluebell flower	Blue
	2	Poppy seed	Red
	3	Buttercup flower	Yellow
Fizzlybear	1	Watercress seed	Green
	2	Sunflower seed	Yellow
	3	Carrot	Orange
Fourheads	1	Bluebell flower	Blue
	2	Honey	Yellow
	3	Medicine (tinkered honey)	Pink
Fudgehog	1	Bluebell seed	Blue
	2	Poison ivy flower	Green
	3	Chili	Red
Galagoogoo	1	Bread (tinkered corn)	White
	2	Poison ivy flower	Green
	3	Sunflower	Yellow
Goobaa	1	Bluebell flower	Blue
	2	Tulip seed	Black
	3	Water lily seed	Pink
Horstachio	1	Watercress flower	Green
	2	Bluebell flower	Blue
	3	Chili seed	Red
Jameleon	1	Bluebell seed	Blue
	2	Orchid flower, Medicine (tinkered honey)	White/pink
	3	Carrot Cake (tinkered carrot)	Orange
Juicygoose	1	Oak tree seed	Green
	2	Water lily seed, bird-of-paradise seed, poppy flower	Pink/orange/red
	3	Banana	Golden
Kittyfloss	1	Medicine (tinkered honey)	Pink
	2	Bluebell flower	Blue
	3	Water lily flower	Pink
Lackatoad	1	Bluebell flower	Blue
	2	Banana tree seed	Yellow
	3	Water lily seed	Pink

Piñata Species	Variant #	Item Needed (1 of Each)	Color(s)
Lickatoad	1	Gooseberry, bluebell flower	Green/blue
	2	Apple, carrot	Red/orange
	3	Bluebell seed	Blue
Macaraccoon	1	Bluebell seed	Blue
	2	Water lily seed	Pink
	3	Mushroom (tinkered toadstool)	Yellow
Mallowolf	1	Bluebell seed	Blue
	2	Water lily seed	Pink
	3	Blackberry	Purple
Moozipan	1	Sandwich (tinkered bread)	White
	2	Banana tree seed	Yellow
	3	Water lily seed, snapdragon seed	Pink/purple
Mothdrop	1	Bluebell seed, turnip, carrot	Blue/purple/orange
	2	Daisy flower	White
	3	Pumpkin, watercress flower	Orange/green
Mousemallow	1	Cheese (tinkered milk)	Yellow
	2	Daisy flower, gooseberry seed	White/green
	3	Daisy flower, bluebell flower	White/blue
Newtgat	1	Bird-of-paradise flower	Orange
	2	Water lily seed	Pink
	3	Bluebell flower	Blue
Parrybo	1	Venus Piñata trap flower	Orange
	2	Oak tree seed, Cheese (tinkered milk)	Green/yellow
	3	Bluebell flower, nightshade berry	Blue/purple
Pigxie	1	Bluebell seed	Blue
	2	Water lily flower, poppy flower, gem tree seed	Pink/red/white
	3	Gooseberry Fool (tinkered gooseberry)	Green
Ponocky	1	Water lily flower	Pink
	2	Bluebell seed	Blue
	3	Bread (tinkered corn)	White
Pretztail	1	Water lily flower	Pink
	2	Gooseberry Fool (tinkered gooseberry)	Green
	3	Bluebell flower	Blue
Profitamole	1	Water lily seed	Pink
	2	Watercress flower	Green
	3	Nightshade seed, bluebell seed	Purple/blue
Pudgeon	1	Gooseberry seed	Green
	2	Jam (tinkered blackberry)	Purple
	3	Bluebell flower	Blue
Quackberry	1	Bluebell seed	Blue
	2	Bird-of-paradise seed	Orange
	3	Water lily flower	Pink

Piñata Species	Variant #	Item Needed (1 of Each)	Color(s)
Raisant	1	Sunflower	Gold
	2	Bluebell seed, blackberry	Blue/purple
	3	Water lily flower	Pink
Rashberry	1	Poppy seed	Red
	2	Watercress seed	Green
	3	Nightshade berry	Purple
Reddhott	1	Water lily flower	Pink
	2	Bluebell seed	Blue
	3	Carrot Cake (tinkered carrot)	Orange
Roario	1	Bluebell seed	Blue
	2	Medicine (tinkered honey)	Pink
	3	Sunflower seed	Golden
Salamango	1	Banana	Yellow
	2	Gooseberry	Green
	3	Milk, nightshade seed	White/purple
Shellybean	1	Gooseberry	Green
	2	Corn	Yellow
	3	Bluebell flower	Blue
Sherbat	1	Chili seed	Red
	2	Sunflower seed	Yellow
	3	Bluebell flower	Blue
Sparrowmint	1	Thistle flower	Purple
	2	Water lily flower	Pink
	3	Watercress flower	Green
Squazzil	1	Water lily seed	Pink
	2	Watercress seed	Green
	3	Snapdragon flower	Purple
Swanana	1	Medicine (tinkered honey)	Pink
	2	Gooseberry seed	Green
	3	Snapdragon flower	Purple
Sweetooth	1	Medicine (tinkered honey)	Pink
	2	Sunflower	Yellow
	3	Bluebell flower	Blue
Syrupent	1	Bluebell seed	Blue
	2	Buttercup flower	Yellow
	3	Medicine (tinkered honey)	Pink
Taffly	1	Poison ivy flower	Green
	2	Buttercup seed	Yellow
	3	Blackberry bush seed	Purple
Twingersnap	1	Snapdragon seed	Purple
	2	Venus Piñata trap flower	Orange
	3	Medicine (tinkered honey)	Pink
Whirlm	1	Turnip	Purple
	2	Water lily seed	Pink
	3	Watercress seed	Green
Zumbug	1	Bluebell seed	Blue
	2	Banana Split (tinkered banana), Carrot Cake (tinkered carrot)	Yellow/orange
	3	Water lily seed	Pink

APPENDIX IV: UNLOCKABLES

This shows what you can unlock, and the earliest opportunity that items, characters, and Piñatas are available. Note that "Piñata visitors" indicates the first time they can reside in your garden; occasionally, you may need to wait a few Gardener Levels before you can fulfill a romance requirement.

Gardener Level	Unlocked
1	Character: Doc Patchingo
1	Character: Leafos
1	Character: Storkos
1	Character: Willy Builder
1	Piñata visitor: Bunnycomb
1	Piñata visitor: Mothdrop
1	Piñata visitor: Mousemallow
1	Piñata visitor: Sparrowmint
1	Piñata visitor: Syrupent
1	Piñata visitor: Whirlm
1	Title: New Gardener
1	Tool: Grass packet
1	Tool: Journal
1	Tool: Shovel handle
1	Tool: Shovel head
1	Tool: Watering can
2	Character: Costolot's store opens
2	Character: Seedos
2	Character: Willy Builder store opens
2	Piñata visitor: Buzzenge
2	Piñata visitor: Buzzlegum
2	Piñata visitor: Candary
2	Piñata visitor: Flutterscotch (purple)
2	Piñata visitor: Flutterscotch (white)
2	Piñata visitor: Flutterscotch (yellow)
2	Piñata visitor: Fudgehog
2	Piñata visitor: Pretztail
2	Piñata visitor: Taffly
2	Willy Builder houses: any resident Piñata
2	Willy Builder houses: Beehive
3	Piñata visitor: Badgesicle
3	Piñata visitor: Reddhott
4	Character: Fannie Franker (post office) opens
4	Piñata visitor: Flutterscotch (blue)
4	Piñata visitor: Flutterscotch (red)
4	Piñata visitor: Jameleon
4	Piñata visitor: Raisant
4	Piñata visitor: Sour Shellybean
4	Tool: Watering can upgrade (Costolot's)
5	Character: Gretchen Fetchem (hunter) store opens

Gardener Level	Unlocked
5	Piñata visitor: Flutterscotch (green)
5	Piñata visitor: Shellybean
5	Tool: Seed shovel head upgrade
6	Piñata visitor: Arocknid
6	Piñata visitor: Squazzil
6	Title: Experienced Gardner
6	Tool: Iron shovel handle upgrade
7	Piñata visitor: Fourheads
7	Piñata visitor: Lickatoad
7	Piñata visitor: Newtgat
7	Piñata visitor: Quackberry
7	Piñata visitor: Twingersnap
7	Tool: Pond head shovel upgrade
8	Character: Ivor the Beggar arrives
8	Character: Miss Petula's Paper Pets opens
8	Piñata visitor: Cluckles
9	Character: Bart the Tinkerer opens
9	Piñata visitor: Doenut
9	Piñata visitor: Sour Sherbat
10	Achievement: Talent
10	Character: Arfur's Inn opens
10	Character: Dastardos
10	Helper: Sprinkling
10	Piñata visitor: Kittyfloss
10	Piñata visitor: Salamango
10	Piñata visitor: Sherbat
11	Garden: Space upgrade
11	Piñata visitor: Chippopotamus
11	Title: Skilled Gardener
12	Character: Ivor Bargains opens
12	Helper: Gatherling
12	Piñata visitor: Rashberry
12	Tool: Watering can upgrades (Costolot and Ivor's)
13	Piñata visitor: Juicygoose
13	Tool: Bronze shovel handle upgrade
14	Character: Piñata Central opens
14	Helper: Weedling
14	Piñata visitor: Barkbark
14	Piñata visitor: Flutterscotch (black)
14	Piñata visitor: Sour Crowla

Gardener Level	Unlocked
15	Character: Ruffian Appears
15	Piñata visitor: Crowla
15	Tool: Treecutter shovel head upgrade
16	Helper: Watchling
16	Title: Professional Gardener
17	House: Shearing shed
17	Piñata visitor: Flutterscotch (pink)
18	Piñata visitor: Horstachio
18	Piñata visitor: Ponocky
18	Piñata visitor: Zumbug
19	Piñata visitor: Cinnamonkey
19	Piñata visitor: Sour Profitamole
20	Character: Ruffian #2
20	Piñata visitor: Profitamole
20	Piñata visitor: Pudgeon
20	Tool: shovel handle upgrades (Ivor's)
20	Tool: Special mix fertilizer (Ivor's)
21	Garden: Space upgrade
21	Piñata visitor: Sweetooth
21	Title: Expert Gardener
22	Piñata visitor: Lackatoad
22	Piñata visitor: Moozipan
23	Piñata visitor: Sour Macaraccoon
23	Tool: Silver shovel handle upgrade
24	House: Milking shed
24	Piñata visitor: Macaraccoon
24	Tool: Watering can upgrade (Ivor's)
25	Character: Ruffian #3
25	Tool: Mumbo Statue (Ivor's)
26	Helper: Diggerling
26	House: Mine
26	Piñata visitor: Dragonache
26	Piñata visitor: Dragumfly
26	Title: Great Gardener
27	Piñata visitor: Dragonache (mature)
27	Piñata visitor: Flutterscotch (brown)
27	Piñata visitor: Sour Coadile
27	Tool: Gold shovel handle upgrade

Gardener Level	Unlocked
28	Piñata visitor: Coadile
28	Piñata visitor: Pigxie
28	Piñata visitor: Swanana
30	Character: Professor Pester
30	Character: Ruffian #4
30	Piñata visitor: Fizzlybear
30	Piñata visitor: Flutterscotch (orange)
31	Game credits
31	Piñata visitor: Sour Mallowolf
31	Title: Master Gardener
32	Piñata visitor: Chewnicorn
32	Piñata visitor: Mallowolf
32	Piñata visitor: Parrybo
33	Piñata visitor: Eaglair
34	Piñata visitor: Sour Bonboon
35	Piñata visitor: Bonboon
35	Piñata visitor: Galagoogoo
36	Piñata visitor: Elephanilla
36	Title: Legendary Gardener
38	Piñata visitor: Roario
41	Title: Ultimate Gardener
50	Achievement 28: "Master Talent"
108	Maximum Gardener Level
108	All awards complete



APPENDIX V: XBOX LIVE ACHIEVEMENTS

There are 50 Achievements you should unlock to increase your gamerscore.

Achievement Name	Description	Player Informed	Point Value
1: Challenger	Successfully completed 5 Piñata Central requests	Yes	20
2: Master Challenger	Successfully completed 20 Piñata Central requests	Yes	20
3: Romancer	Become Master Romancer for 5 species	Yes	20
4: Master Romancer	Become Master Romancer for 20 species	Yes	20
5: Collector	Made 5 species resident	Yes	20
6: Master Collector	Made 50 species resident	Yes	20
7: Longevity	Played the game for 10 hours	Yes	20
8: Longevity Master	Played the game for 50 hours	No	20
9: Land Owner	Garden size increased once	No	20
10: Master Land Owner	Garden size at maximum	No	20
11: Garden Value	Garden worth 25,000 coins	Yes	20
12: Garden Value Master	Garden worth 100,000 coins	Yes	20
13: Piñata Value	One Piñata worth 5,000 coins	Yes	20
14: Piñata Value Master	One Piñata worth 10,000 coins	Yes	20
15: Evolver	Evolved 2 species	No	20
16: Master Evolver	Evolved 8 species	No	20
17: Sour Tower	Tower of Sour has 2 pieces	No	20
18: Master Sour Tower	Tower of Sour has 6 pieces	No	20
19: Pigxie Prize	Romancing a Swanana and a Rashberry	No	20
20: Swiss Army Shovel	All the shovel head upgrades	No	20
21: Shovel Strength	All the shovel handle upgrades	No	20
22: Watering Can Do	All the watering can upgrades	No	20
23: Green Fingers	Grow 5 plants to maturity	Yes	20
24: Master Green Fingers	Grow 25 plants to maturity	Yes	20
25: Horticulturist	Fully fertilized 5 plants	No	20
26: Master Horticulturist	Fully fertilized 25 plants	No	20

Achievement Name	Description	Player Informed	Point Value
27: Talent	Player has reached Gardener Level 10	Yes	20
28: Master Talent	Player has reached Gardener Level 50	Yes	20
29: Variants	Made 5 variant Piñata	No	20
30: Variants Master	Made 20 variant Piñata	No	20
31: Diggerling	Employed a Diggerling	No	20
32: Watchling	Employed a Watchling	No	20
33: Sprinkling	Employed a Sprinkling	No	20
34: Weedling	Employed a Weedling	No	20
35: Gatherling	Employed a Gatherling	No	20
36: Wealthy	Player has 25,000 coins	Yes	20
37: Wealth Master	Player has 100,000 coins	Yes	20
38: Generosity	Player turned the Ivor Beggar into a trader	No	20
39: Tag Designer	Made a custom tag	Yes	20
40: Piñata Name Caller	Named a Piñata	Yes	20
41: Helper Name Caller	Named a helper	Yes	20
42: Harvester	Collected produce from a Buzzlegum, Moozipan, or Goobaa	No	20
43: Taffly Fertilizer	Player has made fertilizer with the Taffly	No	20
44: Cluckles Hatches Egg	Player has hatched an egg using the Cluckles	No	20
45: Coadile Tears	Player has catalyzed a plant with Coadile tears	No	20
46: Chewnicorn Healing	Player has healed a Piñata with the Chewnicorn's power	No	20
47: Sherbat Dance	Player has distracted Dastardos with the Sherbat	No	20
48: Crowla Delay	Player has distracted Dastardos with the Crowla	No	20
49: Mallowolf Howl	Player has used the Mallo-wolf to scare off Ruffians	No	20
50: Macaracoon Gift	A Macaracoon has brought the player a romance sweet	No	20

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